NEW!

NEW MACHINE! NEW MAG!

PSM2

PREMIER ISSUE!

PLAYING PLAYSTATION 2 LONGER, HARDER, FASTER

www.dailyradar.co.uk

NEW PLAYSTATION 2 GAMES! WE'VE GOT 'EM ALL!

Turn to pg34 of the magazine to learn more about the super-exclusive free video you've just got yourself.

There should be a video here. If there's not, you need to speak to your newsagent...

HUGE REVIEW!

THE STUNNING TEKKEN TAG TOURNAMENT

Pain! Fear! *Anger*! How the Emotion Engine transformed the fighting game

NEW FOR PS2

RIDGE RACER 5 **SSX**
Z.O.E. **STREET FIGHTER EX3**
THE GETAWAY DARK CLOUD

GT 2000

Screaming out of your PlayStation 2 at 20 million polygons a second!

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ISSUE #01 OCTOBER 2000 £2.99
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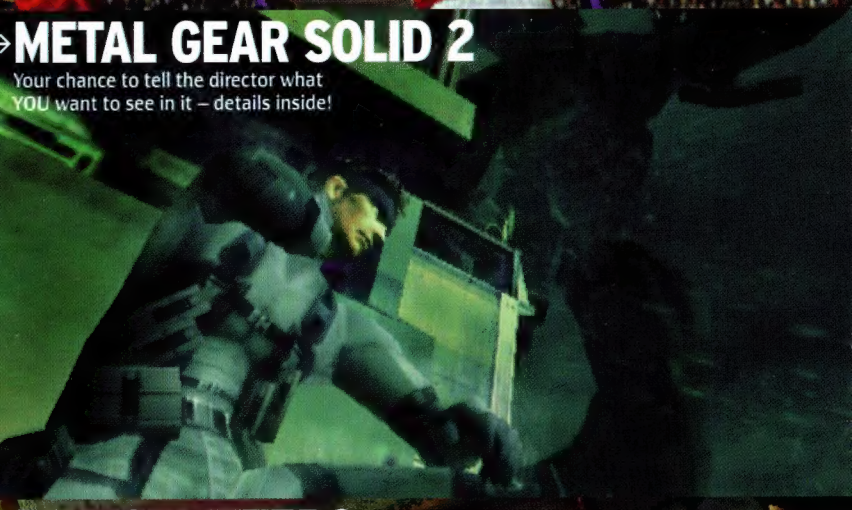
THE BIGGEST NEW PLAYSTATION 2 GAMES

FIFA 2001

Kicking off football's new generation
– *get the* **PSM2** *verdict on pg90!*



METAL GEAR SOLID 2

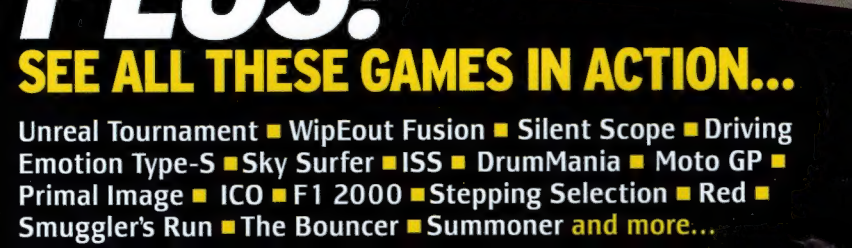
Your chance to tell the director what
YOU want to see in it – details inside!

TIMESPLITTERS

See how the power of PS2 lets you create
your own amazing deathmatch arenas!

ODDWORLD: MUNCH'S ODDYSEE

Exclusive new details direct from
the mouth of Abe's creator!



PLUS!

SEE ALL THESE GAMES IN ACTION...

Unreal Tournament ■ WipEout Fusion ■ Silent Scope ■ Driving Emotion Type-S ■ Sky Surfer ■ ISS ■ DrumMania ■ Moto GP ■ Primal Image ■ ICO ■ F1 2000 ■ Stepping Selection ■ Red ■ Smuggler's Run ■ The Bouncer ■ Summoner and more...

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NEW PLAYSTATION 2 GAMES! WE'VE GOT 'EM ALL!

DVD DOO-DA

How good is it? Get the perfect set up and play US import movies *Now!*

568

... stunning new PlayStation 2 screenshots!

"YOUR WORLD WILL CHANGE FOREVER!"

PS2 is the future – see why on pg60...

HUGE REVIEW!

THE STUNNING TEKKEN TAG TOURNAMENT

Pain! Fear! *Anger*! How the Emotion Engine transformed the fighting game

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26 hot new reviews including Fantavision and Dead or Alive 2

Your guide to pre-ordering a PS2

55 action-packed shots of the amazing Metal Gear Solid 2

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NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

TEKKEN TAGLIATELLE: "Pasta la vista, Gordo!" Sorry. *Tekken Tag Tournament* has to be seen to be believed - the game of the month is on pg16.

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NBA Live	55	Coming Soon
NHL 2001	59	Coming Soon
Onimusha	55	Previews
Primal Image	94	Reviews
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Zone of the Enders	50	Previews

What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random game. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

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WIN!
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IN YOUR HANDS YOU HOLD A MAGAZINE THAT'S READY TO BE YOUR GUIDE TO THE GAMING REVOLUTION.

PSM2 is Europe's very first magazine devoted to PlayStation 2 – the computer entertainment system that's set to change the way videogames are both created and played.

Packed with the latest global news, previews, reviews, interviews and tips, PSM2 will help ease you through the whole PS2 pre-order system and guide you to the first game you should be spinning in your new machine.

As well as sneaking you Solid Snake-style behind the scenes on the biggest new games in development, we'll be rating the latest PlayStation 2 titles from Japan and the US, as well as every PAL release for the UK. You'll also find pages dedicated to DVD movies and essential new PSone games.

PSM2's writers capture the best screenshots, take you deeper into the biggest games and get you closer to the people who create them. They love games, but can't resist caving a shabby game's face in – if you read PSM2, you know you're getting the best buying advice.

We're keen to hear your thoughts about everything PS2. In the meantime, we hope you enjoy the issue. You're reading the best magazine for the best machine – feel good about life. **PSM2**

Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION 2 MAGAZINE
PSM2

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スカラシサ

PLAYING PS2 LONGER, HARDER, FASTER
タテイスカンチニシミモ

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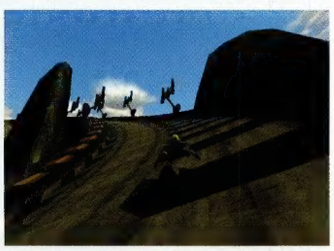

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WIN YOUR OWN PS2!
Turn to pg71 to enter

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FIFA 2001 ..... **PAGE 90**
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THE GETAWAY ..... **PAGE 38**
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THE WORLD IS NOT ENOUGH ..... **PAGE 58**
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PAGE 30 METAL GEAR SOLID 2

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Screaming out of your PlayStation 2 at 20 million polygons a second. Just how good will *GT 2000* actually be?

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Has it got your name on it? Get in your entry now.

ISSUE #01
TEKKEN TAG TOURNAMENT
Videogaming's new era is welcomed in by not only Europe's first and the world's greatest PS2 mag, but the world's greatest games mag FULL STOP.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

#01: TEKKEN TAG INTRO SEQUENCE

What do the intro to Tekken Tag and the PlayStation 2 machine itself have in common? They both scream state-of-the-art, understated, cool and irresistible. Definin' moment of the month or of the gaming age?

- **Name** Sean Atkins
- **Age** 30
- **Occupation** Senior Editor, PSM2, Power, PlayStation Max and more...

Why is this the Defining Moment of PlayStation 2 for you this month?

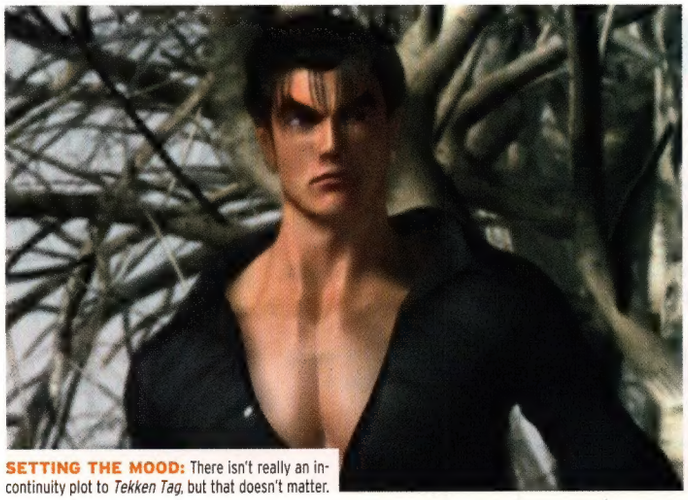
It's likely to be the first game you'll put in your fresh new system, and it'll show off the grunt of the PS2. It's the most arousing, impressive CG intro sequence I've seen, and it's no surprise to hear that Namco have recently won an award – 'Best of Electronic Theatre' at SIGGRAPH 2000 (a computer graphics conference) for their work on a CG *Tekken Tag* demonstration.

What other things have impressed you about PS2 so far?

That blue light, those blue discs, those stands. Its DVD audio capabilities as well – it's almost got no business having so much lovely sound-processing technology crammed into its casing. **PSM2**

SCAR TISSUE: Tekken's strength has always been nicking excellent ideas and improving on them. See obvious Predator rip-off Yoshimitsu, and Bryan, a white-haired Terminator don't

"IT TOOK AROUND FOUR OR FIVE MONTHS TO CREATE THE COOL OPENING SEQUENCE FOR TAG"



SETTING THE MOOD: There isn't really an in-continuity plot to *Tekken Tag*, but that doesn't matter.

KILLER SEQUENCE!

Surprisingly, the *Tekken* CG team only have one meeting before the six members split up and concentrate on the development of one character. It took around four or five months to create the opening sequence for Tag. The team leader, Kazuki Aizawa, focuses on the driving segments (he's mad keen for cars) and he spent his time working out the elaborate car scene at the beginning of the intro. The team members do their research too – staff studied loads of cosmetics commercials to ensure Nina puts on her lipstick in the most authentically saucy way possible...

NEXT MONTH!

IT COULD BE YOU, UP HERE AT THE FRONT

We'd like to hear what you're PS2 Defining Moment is. Whether you've been lucky enough to get a Japanese system on import, or you're waiting for the UK launch, but just can't shut up about your free video.

YOUR DEFINING MOMENT NEEDS TO:

■ Capture that 'PS2 feeling' ■ Be reasonably easy to illustrate

E-mail your Defining Moment to PSM2@FUTURENET.CO.UK, or write to Defining Moment, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Don't forget to attach a photograph of yourself...

"Arousing!"

How Sean describes the classy PS2-exclusive intro to *Tag*. The arcade 'attract mode' is in there as well. Not bad!

DON'T MISS

TEKKEN TAG TOURNAMENT

FULL REVIEW p16
Plus an interview with Masahino Kimoto.

TEKKEN TAG TIPS PART 1 ..... p112
New moves, combos and tag variations

LAST LAUGH p130
Wanted: single female, must like smell of petrol.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

WHAT YOU'RE HOLDING (AND HAVE PROBABLY FLICKED THROUGH BY NOW) IS SOMETHING SO NEW AND FRESH YOU'LL NEED TO STORE IT IN THE FRIDGE ONCE YOU'VE OPENED IT.
SONY
FREE SAMPLE

SMALL WONDER: The loveable mini-mag many of you appreciated...

STAR LETTER

"IS PLAYSTATION 2 ALL IT'S CRACKED UP TO BE, OR IS THE HYPE WINNING OUT?"

Dear PSM2,
I recently read your mini sample magazine and I'm a regular reader of EDGE and The Official PlayStation Magazine (where I came upon your mag). One thing I've noticed is that most of the PlayStation 2 shots in both magazines don't seem any better than PSone shots. Take *Ridge 5* for instance. The sharp-eyed amongst us will certainly be able to see the differences between the this and *Ridge Type 4*, but, to be honest, the system-to-system leap in quality, evident in the 16-bit to 32-bit days, just doesn't seem to be that clear. Dreamcast shots for instance *do* display a huge difference to Saturn shots. So is PS2 all it's cracked up to be, or is the hype winning out?
James Griffiths,
Via e-mail

It's an interesting one, James. But we'll put your mind at ease – PS2 *is* all it's cracked up to be. The leap between systems is very clear (see our *Tekken* comparison on pg19). The reason the game images don't look quite as crispy as they should is because Sony are still trying to optimise a system of transfering super-sharp PS2 shots to paper...

This is your chance to air your views on the hot potato of the moment – we're mad keen to hear what you think about the PS2 hard drive...

Write to:
Letters, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW

WRITE TO PSM2 ABOUT: THE GAMES YOU'RE WAITING FOR... WHAT YOU THINK OF THINGS IN THIS ISSUE...

DEMO MORE?

Dear PSM2,
Really impressed with your mini-magazine. You say that there will be a free video showing new PS2 games, but after that will there be any free demo discs? Even if the price went up to £5, as many are now, I don't think this will put people off.
Wayne Price,
Via e-mail

As soon as we find a game you *must* see – still drooling over MGS2? – we'll bring it to you on video or DVD. Heck, we'll carve them out of potato if we have to.

PRE-ORDER OF THE DAY

Dear PSM2,
This is truly great news that the PlayStation 2 will be with us on November 24, but I was told that I could put a deposit down for the PS2 on August 14, only then to be told that I have to wait until September 7th. I have already booked the day off work so that I can play on the machine all day. Help!
Chris Steadman,
Birmingham

Check out pg11 in Global for full details of Sony's pre-ordering system.

FLATTERY WILL GET YOU EVERYWHERE

Dear PSM2,
The mini-mag is great, I'll be getting the first issue of this excellent mag, so keep up the good work.
Trevor Dakin

PS2... HMMMM

Dear PSM2,
Tasty morsel as an intro. Will the new mag only cover the PS2?
Jim Davies
Via e-mail

Yep. Everything PlayStation 2 does, we do – see PSone reviews on pg 124 and DVD film reviews on pg 102. Even our heads glow blue when we wake up.

NO-ONE GETS KILLED

Dear PSM2,
Nice mini-mag, lets hope its big brother is as good. Having a brain in my head I will of course be buying PS2, and wish to be kept informed of all new releases, however I do have a question. Will existing subscribers receive the new mag on the death of the old mag? When will the old mag cease to exist? Cheers for the answers.
Mal Colyer
Via e-mail

Look, no-one's dying. PSM2 is brand spanking new and fanatically independent. But you will soon find that it's the *only* PS2 magazine you'll ever need...

IT PAYS TO ACCESSORISE

Dear PSM2,
Loved the handy sized PSM2 and look forward to the big issue when it's out. The only problem is that the mag will be out on September 1st, but the PS2 won't be on sale until November 24th. Mine is ordered and paid for in full, and I'm not happy having to wait another month! So, in the first issue can we please have loads of info on what it can do and what accessories I can plan to buy for it?
Karen-Marie Norris
Via e-mail

Oh, yes. Our awe-inspiring twelve page PS2 feature on pg60 should keep you busy from here until P-Day.

SUMMONER OF LOVE

Dear PSM2,
Just read your mini-magazine and I *will* be taking the trial subscription. I hope that you can live up to your claims of attention to detail because that's what we gamers crave.
I also need to know if Violition's *The Summoner* is scheduled for UK release. All of the American websites are full of info, but none of the English press have acknowledged it. *The Summoner* is looking like one of the best PS2 games in development, so I hope that you will include more information about this game in your magazine. And please tell us if we will get to play it in the UK.
Stu Jackson
Via e-mail

The Summoner is due for UK release this November, so expect total insight next issue.

AUTO-FANATIC

Dear PSM2,
Love the new PSM2 mag and hope that there will be lots of nice pics of *The Getaway* and *GT2000*.
Chris Dugdell
Via e-mail

You've never been so lucky.

INVESTIGATIVE SUPPORTER

Dear PSM2,
I'm glad to see that there's finally a magazine devoted to PlayStation 2. I read the sample in PlayStation

SAFETY FIRST...

Dear PSM2,
Firstly, well done on your PSM2 mini-magazine – it looks great. My problem, however, is should I buy a Japanese PS2 or a UK one? It's not that I can't be bothered to wait, I'm looking to make my purchase just after Christmas, so the UK release date doesn't matter. The Internet part doesn't bother me really, but if I buy a Japanese PS2 then will I be losing out a lot? At the moment Japanese PlayStation 2s have a pretty hefty price tag, so I'm getting a 'just be safe and get a UK PS2' from most people.

But, I'd like to have a system were I can play Japanese games – *Parasite Eve*, *Bushido Blade 2*, *Tokon Retsuden* – that I enjoy more. Which do I get?
Adam
Via e-mail

Imported machines don't carry guarantees – problems can be *very* expensive. Remember that Japanese PS2s won't play US/UK games, so your game range will be limited to Japanese language titles. Choose carefully.

Magazine and liked it. However is the PS2 going to be as good as everyone makes out? Will it be safe from 'Bad Boy Chippers' and pirate games makers? Already some people have copied imports and downloaded them.... er, I'd better get your mag.
Suzanne Green
Via e-mail

If there's even a rumour, a mere tremor or breeze of a PS2 story you'll find it in PSM2 first.

TAKE IT TO THE LIMIT

Dear PSM2,
What are we to do? After reading your excellent mini-magazine (kissing ass!), I am horrified to learn that Sony are apparently restricting the amount of PS2s coming into this country, because of the limited amount of stock available. What is wrong with Sony? Why don't they just offer the staff working in these factories some over-time so that demands can be met. Have they not checked the last sales figures of the original 'Love Machine'? If not, why not?

In this crazy world, I have to place a deposit with a retailer and wait two months for a PS2. What good is this? Knowing my luck I'd get run over by a bus on the way home, day dreaming about what game I was going play first – what would happen to my deposit then? The shop's manager would probably buy a pack of fags and a pint with it.
So please Sony get your act together and treat us with the same respect that you have treated so many millions of Japanese, PLEASE!
Mark Green
Via e-mail

Of course it's in Sony's interest to produce as many units as possible, but even they have been overwhelmed by the phenomenal interest in PlayStation 2. Our Global section starts on pg10. There you will find the answers you need.

GOOD THINGS COME TO THOSE THAT WAIT

Dear PSM2,
Congrats with the tremendous, dead cute, PSM2 mini-magazine sampler, well okay it was only a taster of what is to come, but I I like the attitude you've taken. I can't wait for a copy of a full issue.
Leilani Coughlan
Via e-mail

THINGS CAN ONLY GET BETTER

Dear PSM2,
After reading the sample mini-mag, I was very impressed. I'm sure I'll be walking to my local newsagents on September 1st with my jar of tuppences to buy it. I enjoyed the sample although there were a few things I thought needed improving... The presentation is very good although the Japanese writing does begin to bug me when I am reading (it seems pointless), and the other thing is the slight lack of variety, I'd like to read more about the peripherals that are coming out and I'd also like to see a few mad Japanese games – not pages of them. I hope you aren't offended by my suggestions and I have to say your mag is the best PS2 mag I've seen.
Ben
Via e-mail

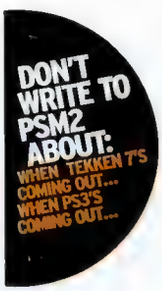
We're not too proud for feedback, we welcome it like a forgotten Platinum title, but here at PSM2 we see the PS2 as a global device. That means we cover obscure Japanese releases with the same interest we show the hyped hits and universal classics. Variety – it's the spice. Y'see.

ORIENT NATION

Dear PSM2,
I am looking to order a Japanese Playstation 2 and would like to know what region the DVD player is. I have found a dealer which can provide me with a PlayStation 2 and it includes everything I need to start playing. Do you think that I will have any problems with the console. Please help.
Alex,
Via e-mail

Although Japan and UK are both region 2 for DVD, Japanese PS2s can't play UK DVDs because we use the PAL system, which is 625 picture lines, and Japan and the US use the inferior NTSC system, which is 525 picture lines. May we direct you to our PS2 feature on pg60 for a more detailed explanation.

SOLID GOLD: Don't worry, Ben, we'll be covering 'mad' games as well...



SONY HAVE PEED ME OFF

Dear PSM2,
Firstly, I've just finished reading the dinky little PSM2 mini-mag, and I must say, I am very impressed!

However, and I don't imagine that I'm alone in this, Sony have really peed me off. I have had my PS2 pre-ordered since before it came out in Japan. Today I have found out that this in no way guarantees that I'll get one. In fact, it gives me no priority over anyone else at all! Instead, I'll have to take a day off work on September 7th, at my own expense, to be queuing outside the shops at 7am, just to be in with a slim chance of getting a pre-order form. This means I'll have to be there the night before to be in with a serious chance!

Now I consider myself to be a fairly 'hardcore' gamer (I have around 100 PS games), but I'm not prepared to go to these lengths. The only other option I have is to go online, which I currently don't have access to. (This e-mail is sent from an Amstrad E-M@iler phone.)

And to top it all off, it turns out that we probably won't even be getting so much as a demo disc with the machine, let alone a full game, or even a memory card! I think this whole pre-order thing could have been handled just a little bit better.
I apologise for wittering on so much, but I would appreciate it if you would print at least some of this epic essay, or at least address these points in your shiny new tome.
Doug Sopp
Via e-mail

It's not right, but it's OK. Pre-ordering gives you a sporting chance at least, but maybe Sony could have sorted the supply situation before Japan went PS2 mad. You're right about the memory card though, and even Sony seemed confused over the demo disc decision. PSM2

Miss Fukami from *RR5*
Is she as sharp as you'd like? See Star Letter from James Griffiths...

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

PLAYSTATION 2 MAGAZINE
PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
E-mail: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 • Fax: 01225 446019

THE TEAM
Group Publisher Robert 'Mamf' Price
Publisher Simon 'Wear 'Wolf' Wear
Senior Editor Sean 'Shi' Atkins
Editor Mark 'Muv Monkey Wunkeys' Hawkins
Art Editor Christian Day 'Lord'
Designer Ryan 'Ing-mer' Hernandez
Production Editor Duncan 'Donuts' Bazley
Staff Writer Joe 'Solid' Snape
Staff Writer Daniel 'Squawkin' Dawkins

Contributors: Dane Griffiths, Robin 'Away' Away, Tim 'Weaver' Weaver, Danie Wallace, Jamie Sefton, Andy Dyer, Andrew Collins, Frank O'Connor, Dan Jolin
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ADVERTISING
Call: 01225 442244
Senior Advertising Manager Anne Green
anne.green@futurenet.co.uk
Advertising Manager Claire Eastwood
claire.eastwood@futurenet.co.uk
Advertising Manager Nicola Marsh
nicola.marsh@futurenet.co.uk
Deputy Ad Manager Elizabeth Dennys
elizabeth.dennys@futurenet.co.uk
Classified Sales Executive Eric Weston
eric.weston@futurenet.co.uk

PRODUCTION
Production Manager Rose Rudd
Production Coordinator Philip Harrison
Print Services Coordinator Claire Gaudmer
Colour Scanning Simon Windsor
Mark Gover, Jason Titley

EXECUTIVE STAFF
Circulation Director Sue Hartley-Moore
Operations Director Judith Paddington Green
Finance Director Ian 'Beale' Dickens
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Chairman Chris 'Getting Scared Now' Anderson

SUBSCRIPTIONS
Future Publishing Ltd
FREEPOST BS4900, Somerton,
Somerset, TA11 7BR
E-mail: subs@futurenet.co.uk
Customer Order Line: 01458 271184
Customer Services: 01225 822510

Overseas Licensing Enquiries: Chris Power
E-mail: chris.power@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384

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PLAYSTATION 2 MAGAZINE
PSM2

GLOBAL

THE WIDE WIDE WORLD OF PLAYSTATION 2

スカラシサ

BEAUTIFUL SPREAD, MIND: Sony's exciting new range of plastic occasional furniture set the PS2 off a treat.

LAUGH IT UP, SPUD: Frenzied punters resort to ancient, paralysing nerve-grab techniques.

IN THE GHETTO: After burying the queue jumper under a pile of binbags, the other shoppers remained cheerful.

›LAUNCH LATEST フハワヌキニラ

PS2 UK LAUNCH FINAL

Europe loses out to the US, but Sony promises a pre-Christmas UK launch date.

Sony have confirmed that the PS2 will be released on November 24th in Europe, going against expectations of a simultaneous launch with the US. While the planned launch date of October 26th for the North American release will go ahead, PS2's already staggering success has led to delays elsewhere.

Since its release on March 4th, Sony has already sold 3 million PS2s in Japan. A total of 10 million units are forecast to ship before April next year, three million of which should go to Sony Europe's territories. The exact number hitting the UK at launch has yet to be announced, but is expected to be between 100,000 and 200,000. Sony has also confirmed that the PS2 will be priced at £299 in the UK.

PSM2 RECKONS *As [illegible] gamer needs to get [illegible] see [illegible]*

STACK 'EM HIGH, sell 'em cheap as the old saying goes and at £299 for a PS2 with free DVD player, it's a bargain.

DEERING AID: SCEE president and the man with the plan for a pre-order only PlayStation 2 Christmas, Chris Deering.

JOLIER THAN THOU: It looks sexy now, but after three hours that stare becomes incredibly unnerving.

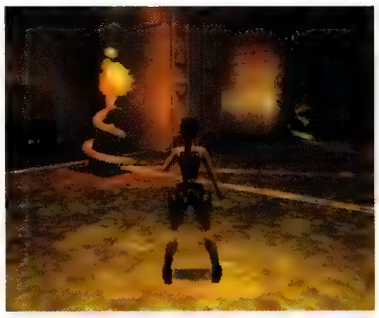
›US MOVIE NEWS 71173

LA RAIDER

Lara Croft? "Everyone wants to be her, or be her girlfriend", says director Simon West.

He might as well be talking about Lara's alter-ego Angelina Jolie, who's currently keeping herself occupied with bodybuilding, martial arts and dialogue coaching, and word from the set is that she's looking stunning. "She's definitely got the attitude", says the equally gorgeous Rachel Grant, Jolie's body double, "and the sets are amazing". With Croft Manor taking up acres at Pinewood, it's clear that, finally, videogame adaptations are being taken seriously.

PSM2 RECKONS *The director of Con Air. The world's hottest star. Get excited now.*



BEAUTIFUL STRANGER: The stone snake honked its fiery appreciation as Lara's jerkin popped open.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

Hong Kong film company Stareast studios are set to start work on a live action version of *Tekken*, set in the year 2050 and helmed by Corey Yuen, director of *X-Men*'s action scenes. Rumoured castings include Sammo Hung, Channel 5's own slightly porky version of Jackie Chan, as Kazuya Mishima. Which can't be any worse than Kylie as a hardened marine...

RELIABILITY 9/10

PSM2 RECKONS *Okay, so the fact that it's a Hong Kong production means you can wave goodbye to your Sean Connery as Heihachi fantasies but at least it should avoid a fiasco like Street Fighter The Movie. Our prediction? The plot won't make much sense, but the action should be top notch. Which is at least a familiar scenario for Tekken fans*

Sony are said to be moving production of the PSone to Taiwan as a cost cutting exercise. This would also allow them to concentrate on the PS2, which has so far failed to meet production targets.

RELIABILITY 9/10

PSM2 RECKONS *Sony has already opened new factories in Japan to cope with the massive demand for PS2. Whatever this rumour implies about the reliability of forthcoming PSone units, it could be good news – Europe will need all the PlayStation 2s it can get*

According to US sources, the PlayStation 2 hard drive will be available in two different incarnations, depending on how flush with cash you are. Set for release early 2001, the device should be available in both 10Gb and 40Gb versions. No prices have been set so far.

RELIABILITY 7/10

PSM2 RECKONS *The hard drive could quickly become as essential as a memory card. However, 10Gb isn't as much as it used to be and the 40Gb drive might be prohibitively expensive for some gamers. Of course, Sony might eventually have to compete with third-party developers, which will hopefully keep prices down*

The *Hyperspace Cowgirls* despite sounding like a crappy, bovine-friendly grrrl band – are the award-winningly popular producers of such CD-ROMs as *Magic Wardrobe*, *Magic Princess* and *First Ladies*. If our sources are to be believed, they're bringing their own brand of 'learning and serious fun' to the PS2. Be scared.

RELIABILITY 4/10

PSM2 RECKONS *With titles that teach youngsters how to groom ponies, colour in neatly and identify the wives of dead presidents, they might have misjudged the PS2's target market. By a moon mile*

An insider at Konami reckons that the company is on the verge of licensing out a range of their in-game music as mobile phone tones. Casting aside the brooding likes of *Silent Hill*, the obvious candidate is *Metal Gear Solid* – with its urgent tones making every call an adventure. Or something.

RELIABILITY 2/10

PSM2 RECKONS *A distinctly suspect rumour, but a very appealing one. Stand out among the legions of people who make do with the same three tinny dance 'choons by having Mei Ling wailing "Snake.. SNAAAKE!" from your trousers while on a crowded train.*

Working Designs have announced that they'll be bringing out a game for launch, but haven't let slip what it's going to be. Ignoring games which have already been, or won't be licensed, candidates include *Mechsmith*, *Primal Image* and, um, *Scandal*.

RELIABILITY 8/10

PSM2 RECKONS *By process of elimination – or ditching anything too quirkily Japanese/pornographic/rubbish the most likely candidate, we reckon, is the fun but short-lived Stepping Selection. Britney could be a licensing problem, but, hey, as long as Faye from Steps is there ..*

Amid concern over unfair pricing and the delayed launch, rumours are starting to circulate that only 50,000 PS2's are earmarked for the UK. After Chris Deering's assurances that we'll be getting "many times" the number of units shipped at the original PlayStation launch in 1995, this would be a terrible disappointment, and Sony insiders are already speculating that some of this negative publicity may be the work of rival companies.

RELIABILITY 3/10

PSM2 RECKONS *As many as 150,000 units is a possibility, so you'll still get one. But there'll still be some unhappy kids on Christmas morning*

›PRE-ORDER YOUR PS2! 57671

HOW TO GET YOUR HANDS ON A PS2?

With the demand for PS2s expected to be at least double the available supply, it'll be hardcore gamers who'll be first to see that little blue light in November. Strictly limited numbers of order forms will be distributed to retailers, who should be able to take deposits at their discretion. Sony will be checking that no household gets more than one machine, preventing unscrupulous retailers from ordering extra machines to auction off. The official start date is September 7th and some retailers are already allowing reservations, but without order forms these won't guarantee you a machine at launch. Meanwhile, SCEE have confirmed that they will be selling both PlayStation 2 hardware and software on-line through their European website, as well as taking pre-orders.

PSM2 RECKONS *Get an order in with a reputable company rather than a back-pages outfit asking for 50 quid up front*

GET ON THE BUS AT THE FOLLOWING:

- Special Reserve will put you on their first-come, first-served list for £20 at UKplaystation2.com
- Game are already taking names and addresses, and they'll contact you in September for an official form and a deposit.
- Dixons and Currys are expected to get two of the biggest allocations of machines. Unfortunately, there's no pre-order system yet.
- Register at www.simplygames.com and they'll send you a pre-order form on September 6th.
- HMV and Electronics Boutique will be taking pre-orders from the 7th September onwards, but haven't set a price for the deposit yet.
- PlayStation Europe aren't offering anything yet, but should start on the 7th September. www.playstation-europe.com
- Pink Planet, Virgin Megastores and most other major retailers had yet to set dates or deposits at time of going to press.

"THIS WILL BREATHE NEW LIFE INTO THE PLAY-STATION MARKET. LOOK AT JAPAN – SONY HAVE SOLD 200,000 IN THE FIRST THREE WEEKS"

SIMON PRYTHERCH CODEMASTERS

Excited about the PS2, but on this occasion enthusing about the season's other must-have gadget - the ultra-cute, mildly cake-like PSone. See 'Bog Read' on page 124 for more facts.

Corbis/J. Dunas

›JAPANESE KIT NEWS シつモカ/

PS2 TV?

Sony have hinted that future PS2 development could focus on embedding the console's technology into TVs and workstations, prompting speculation that the external, stand-alone unit may be eventually phased out.

Ken Kutaragi, father of the original PlayStation and SCEI's President and Chief Executive officer, has been an integral force in the development of the company's massive entertainment division – "In the future, PlayStation 2 may be absorbed into TV sets and (the games console) may disappear," he told PSM2.

The electronics giant have always been keen to push forward existing technology into a broader marketplace – combining a games machine and DVD player illustrates this ambition perfectly – and the idea of a fully integrated Sony unit would appear a logical next step in the super console's evolution – you buy the PS2 console, and you get a Sony TV. But although they're planning the next step, it'll be a little while yet before the goalposts get shifted again – at least until high definition TV (HDTV) become a worldwide standard. PlayStation 3 TV anyone?

PSM2 RECKONS *Sony have considered this as an option for years, but now with PS2's DVD and a bloody great Wega Widescreen, the PlayStation 2 telly makes a great deal of sense.*

GOTTA WEAR SHADES: Neo wasn't impressed by the low low prices at Windsor's World of Leather.

›TECHNOLOGY NEWS フハフヌ

12 PS2s IN A BOX!

GLOBAL WARNING! It's 12 times as powerful as PS2, but will only be used to create special effects for PS2 games in the near future.

Lee Marvin made a right mess on his own, but with the other Dirty eleven... all hell broke loose.

The GSCube, now being developed by Criterion Studios, suggests that Sony are already set to transform real-time graphics again.

With a theoretical peak of one-billion polygons per second matching a realistic limit of around 300 million, early demos have used the technology to render fully navigable film clips including the bar fight from Antz and a scene from the Matrix. That's 140 cartoon ants at 7,000 polygons each, or one living, breathing, gun-toting nutter moving in near-perfect 3D at 60 frames a second. Breathtaking.

PSM2 RECKONS *Exciting yes but don't sell up yet because you won't be seeing this technology in games for at least five years. So far the GScube looks like one spaceship by Sony.*

BLOCK PARTY: Knowing that it wouldn't be able to play games for years, the joypad considered ending it all.

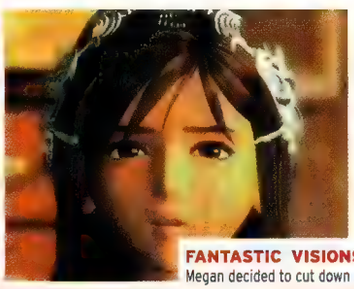
CHIP SHOP: The inhabitants of the miniature city wondered why all the big people kept staring at them.

›UK EXCLUSIVE シつモカ/

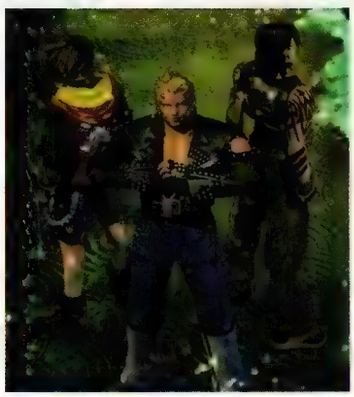
FINAL FANTASY 9 IN ACTION – FIRST

Square's Millennium Tour kicks off in London on September 9th, and PSM2-affiliated website Daily Radar will be covering the event via a live webcast, which will be archived on the site until October. The broadcast will be the public's first opportunity to see the English language version of the feverishly anticipated *Final Fantasy 9 on PSone*, alongside other Square PS2 offerings such as *The Bouncer*.

PSM2 RECKONS *FF9 should be well worth a look, although whether The Bouncer will actually deliver is open to question. Catch it at www.dailyradar.com*



FANTASTIC VISIONS: When she saw the castle, Megan decided to cut down on the paint thinner.



LOVE ME FOR A REASON: After eliminating the ugly ones, Boyzone were a step closer to global domination.

"IT'S SO FAR AHEAD OF EVERYTHING OUT TODAY THAT IT MOVES THE FRONTLINE AGAIN – LIKE THE FIRST PS DID FOR THE MEGA DRIVE AND SNES BY INTRODUCING THE 3D REALM"

FREDRIK LIKLIEGREN DIGITAL ILLUSIONS

Mildly impressed by PS2s superiority over all other current platforms. He also reckons that, from what he was shown, it will be 'the one format for the next few years'. All the top developers are getting extremely excited, so the dodgy ones had better head for the hills.

BYTESIZE

› Intersense are developing a PS2 VR controller, using a head tracking system along with "advances in processing power and display technology to bring 3D to life" Of course, you'll still have a box strapped to your face.

› **Sony are currently planning to meet arcade developers in December with a view to selling them the PS2 architecture. Top developers including Namco, Capcom, Konami and SNK will reportedly use PS2A in future games.**

› Monolith's *No One Lives Forever* looks set to be more *Jason King* than *Mission Impossible*. Developer Craig Hubbard explains that soundtrack influences include "Italian, low budget European erotic films".

› **Activision currently have at least twelve PS2 titles in development. Playing up the extreme sports angle, *Shawn Palmers' Pro Boarder Cross* and *Kelly Slater's Pro Surfer* are set to join the much-anticipated *Tony Hawks 3*.**

› ***Final Fantasy 11* will only be available on Square's on-line pay service, Play Online. Currently scheduled for summer 2001, the PS2 game could retail for under a tenner, but players will be charged a monthly membership fee.**

› Sony and Sega have joined forces – along with arcade and toy manufacturers Sammy and Bandai – to create new company Dimps. The company plans to develop digital content for original console games.

Kobal Collection/Boland Jasin/Warner Bros

GLOBAL NETWORK

WORD FROM OUR CONTACTS ON THAT THERE WEB T'ING...

There's a chance that, if you've already leafed through this magazine, you may be a bit concerned about the general quality of games so far on offer for the PS2. If you haven't, then you're probably worried now. Try to remember, though – this is just the beginning. With a corking UK launch line-up and over 100 officially announced games in development, there are plenty of reasons to be cheerful. Most of those in the know are already working themselves into a frothing state of excitement – so we asked some of the top PS2 websites which releases, in the run up to Christmas, are worth wearing plastic pants for...

"MOST EXCITING PRE-CHRISTMAS TITLE? TIMESPLITTERS. NO DOUBT ABOUT IT. THE FEARSOME POWER OF THE PS2 AND A TEAM OF EX-GOLDENEYE STAFFERS – YOU'D HAVE TO STUMBLE PRETTY BADLY TO FAIL WITH THAT COMBO"
Ace (PS2web)

"THE BOUNCER. ALTHOUGH RELATIVELY LITTLE IS KNOWN ABOUT SQUARE'S UPCOMING 'RPG-ACTION' GAME AT THIS TIME, THE MOVIES AND SCREENSHOTS THAT HAVE BEEN RELEASED HAVE EVERYONE BEGGING FOR MORE. I'M NOT SURE IF IT'S THE GRAPHICS OR THE MYSTERY SURROUNDING THIS TITLE THAT HAVE ME EXCITED, BUT IT'S THE ONE THAT I AM LOOKING MOST FORWARD TO"
Aaron Thomas (PSX2central)

"I WOULD HAVE TO SAY WE ARE MOST IMPRESSED BY FROM SOFTWARE'S EVERGRACE. IT WILL BE ONE OF THE PS2'S FIRST ROLE-PLAYING TITLES. THE GAME ALREADY LOOKS GREAT, WITH HIGHLY DETAILED AND GIGANTIC WORLDS, AND HAS RECEIVED HIGH PRAISE SINCE ITS RELEASE IN JAPAN."
Patrick Schaefer (PS2info)

LET'S GO GLOBAL...

Hear more from these guys at:

- *www.ps2web.com*
- *www.psx2central.co.uk*
- *www.ps2info.com*

› PS2 KIT フルフル

PERIPHERAL VISION

Hide the G-Con, dust off the exercise bike and lose that arcade arse.

Accessory-wise, PS2 looks like being the machine of choice for the armchair sportsman. Thrustmaster will be offering a Ferrari steering wheel, wireless Dualshock 2 and a DVD remote, but their most promising innovation is the FreeStyler board – which will let you shimmy back and forth like a pro-skater or snowboarder. Best peripheral idea so far, though, goes to Steve Croston, developer of an exercise bike that can be used in conjunction with driving games. A few laps around Ridge City are a good aerobic workout, racing against computer cars is much more fun than staring at a mileometer and lap times give you handy fitness targets. If that's the sort of thing you worry about.

PSM2 RECKONS *Global applauds all of these innovations, and wants a punchbag to smack during heated games of Tekken 3. If you're interested in mass-producing [illegible] Steve a ring on 0[illegible]5156*

FIGURE SKATING: Tone up, bend down – there's a set of buttons on the underside of the board.

FLAT CONTROLLER: Get one of these and a wireless DualShock 2, then let your legs wither and die.

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

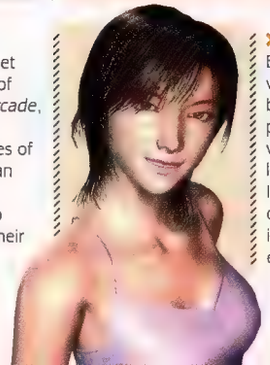
COMING SOON p26
Detailed previews of the best in development.

REVIEWS p72
Exhaustive, honest and totally essential.

TIPS p108
We squeeze every drop from all the releases.

› **The PlayStation Touring Attraction, a trailer packed full of entertainment, will visit the US this summer, offering the public a chance to "experience the power of" (or, presumably, have a go on) PS2 before its release.**

› Namco are scouring the planet for the new face of *Ridge Racer 5 Arcade*, asking for girls "between the ages of 18 and 25, with an interest in driving games" to send photos to their Tokyo HQ.



› Sony Pictures Entertainment, along with the Californ a-based Image Works, is preparing to test a way of securely downloading films over the Internet. A full launch of the resulting system is provisionally expected in 2001. **PSM2**

WHICH?
www.who-is-it.com

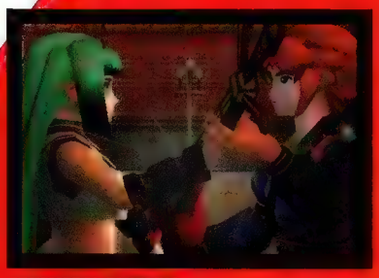
Which Japanese company's name translates as small wave?

SMALL
WAVES
BUILD
GREAT
STORMS

A STORM APPROACHES

KONAMI®

PlayStation®2

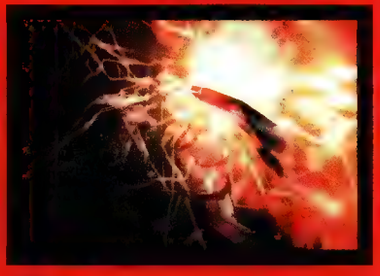


EPHEMERAL FANTASIA

INTERNATIONAL SUPERSTAR SOCCER

RED

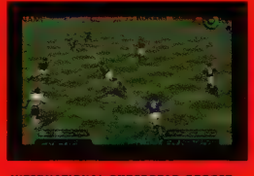
ESPN INTERNATIONAL TRACK & FIELD



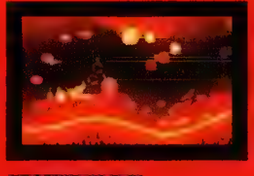
7 BLADES

ESPN WINTER X-GAMES

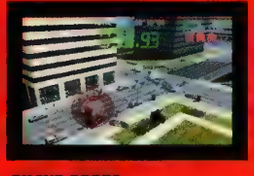
24/11/00



INTERNATIONAL SUPERSTAR SOCCER



GRADIUS III & IV



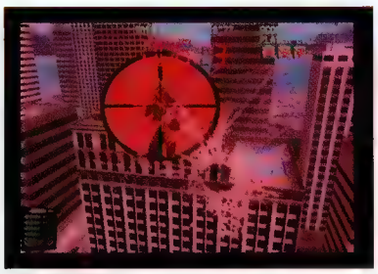
SILENT SCOPE

KONAMI

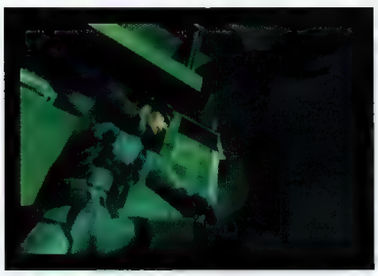
"SMALL WAVE"

ESPN NBA 2 NIGHT

ESPN NHL NATIONAL HOCKEY NIGHT

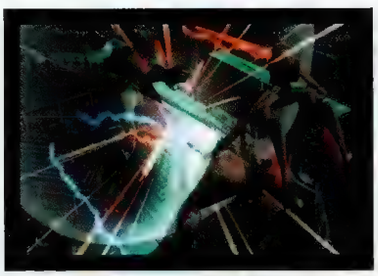


SILENT SCOPE



METALGEAR SOLID 2: SONS OF LIBERTY

SHADOW OF MEMORIES



ZONE OF THE ENDERS

SMALL WAVES BUILD GREAT STORMS

KONAMI®

A STORM APPROACHES

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK NOVEMBER 24 JAPAN NOW

TEKKEN TAG TOURNAMENT

THE KING OF IRON FIST RETURNS! BUT THIS TIME HE'S BROUGHT A FRIEND...

Bigger, better, *ballsier*. The boys are back. So are the girls, demons, cyborgs and boxing kangaroos. Punching people in the head shouldn't be this much fun.

REVIEWER: Marcus Hawkins

Thanks to PS2's unique backwards compatibility, you'll be able to take the PlayStation version of *Tekken* 3 for a spin in your new ebony entertainment tower. Brilliant! But hang on – do you really want to feed the 128-bit brute with a two-year-old Platinum title? If it's any good, of course you would. But wouldn't you rather play an altogether bigger game? Something as long and wide and deep as *Tekken Tag Tournament*?

So, is this really the game to showcase your new PS2, to make your mates insanely jealous of the power of your pre-ordered Computer Entertainment System? At the briefest of first glances, you'd have to say 'Godammit... *almost*'. To the casual onlooker, it'll look so very... *Tekken* again. But sit down and spend some quality time with it and the rich detail batters you in the face with the strength of Hwoarang's Heel Explosion.

FEEL THE QUALITY

For a kick off, there's a greater depth to the design of the fighting arenas. Admittedly, it still doesn't feel as though you're part of a real world, with the two characters looking as though they're facing off on a spinning disc strangely disconnected from the background.

But the quality of these backgrounds will soon melt your frown away. There's so many exquisite details to look at – the snow in Yoshimitsu's forest stage (sometimes it falls softly, other times it's a blizzard), palm trees that sway in a salty sea breeze, warrior monks that run through a training routine while the tag teams have a brawl in the foreground, barges with immense sails that billow in the wind, a waterfall cascading down a mountainside, a crowd that surrounds the fighters and cheers and jeers as you twat another future King of Iron Fist's stupid, sorry face in... For once, your eyes will thank you for staring at your TV.

SHINING PATH

The lighting is equally as impressive. After spending only a few minutes blasting through a few stages of *Tag Tournament* and then ▸

INSIGHT

- Namco's first game was called *Gee-Bee*, a *Space Invaders* clone released in 1978.
- The total sales of the *Tekken* series went through the 10 million mark in early 1999.
- In Portuguese, Eddy Gordo translates as 'Fat Eddy'.
- Way back in 1986, Namco bought the Italian Tomato restaurant chain in the US.

INFO

- **DEVELOPER** Namco
- **PUBLISHER** Namco
- **GAME TYPE** Fighting
- **PRICE** ¥68,000 (see pg101)
- **EXTRAS** 1-4 players, DualShock 2, Memory Card, MultiTap

DETAILS

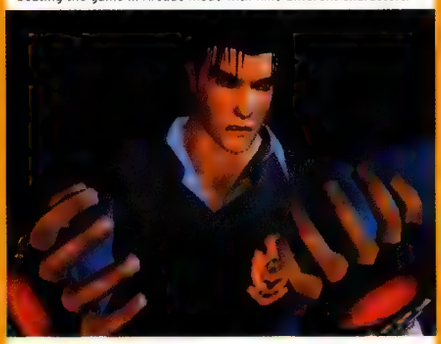
- Arcade, Vs Battle, Time Attack, Survival, 1 on 1, Practice, Team Battle play modes
- 39 characters (choice of 20 at start)
- 12 game options
- Five difficulty settings
- Character Usage, Greatest Survivors and Time Attack record tables
- Secret bowling game

PAIR PLAY MODE: Nudge the D-pad left or right on the main menu, and you open up Pair Play. This allows you to have human players fighting on the same side, rather than against each other.

PACKING IN THE PLEASURE!

So what extras have Namco stuffed into *TTT*'s shiny blue disc? Well, apart from the expected bellyful of options which allow you to customise the game just how you like it – from Chicken Marking to Character Change at Continue – there are number of key extras:

TEKKEN BOWL: This is covered in detail elsewhere, but it's an intensely competitive secret bowling game, which you unlock by beating the game in Arcade mode with nine different characters.



THEATRE: Or 'Theater', as it's called on the Japanese version. Watch those ending movies till your eyes melt - or pick and play the character soundtrack of your choice. It's up to you - brilliant!

GALLERY: Let's you look at the screenshots you've captured in-game and saved to memory card (you can snap up to 12). All the large shots over the following pages were taken using this mode.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

ARCADE: Two on two action direct from the coin-op. Take two fighters through seven gradually tougher rounds before facing the oddball dog-bitch bint from hell, Unknown.

YOU'LL KEEP COMING BACK TO PLAY THESE!

So what about the play modes themselves? All your favourites are here, but these are the ones you'll be coming back to more and more...

VS BATTLE: As in Arcade, pick your two favourite characters, but this time - get this - you can have a crack at the real person sat next to you, but dressed as a leopard-headed monk from Mexico!

TEAM BATTLE: If two characters aren't enough, hey, why not stick up to eight in a team? Obviously you can't play all eight at once, but you knew that, didn't you?

SURVIVAL: Take your pair through as many stages as possible - without pausing - on one health bar each. They don't top up after each fight either, and boy, do your opponents get stupid-tough...

The play modes don't end there. There's still the chance to go for Time Attack, 1 on 1 (that'll be *Tekken 3* with a few more characters then...) and, well, *Practice*.

▶switching back to *Tekken 3* on PSone, it's very clear how advanced, visually at least, *TTT* truly is. The harsh, spotlit feel of *Tekken 3* has been replaced by a subtler lighting system, where flames glow and lightning crackles. When fists and feet connect with flesh, the impact bursts – a feature *Tekken* has made its own – are are no longer brief clouds of smudged colour, but sparky bursts of glowing particles. And the way neon lights reflect off the puddles in the city street stages is gorgeous.

Just looking at a small element in both games – the shadows cast across the stage floors by the characters – makes you begin to appreciate the powerful potential of PS2. What was once a solid black angular shape in *Tekken 3* is now a rounder, transparent, *true* shadow in *TTT*. Christ, it's a small thing, but once you notice it, you can't help feeling proud of the black slab of Sony kit under your TV.

DON'T YOU LOOK NICE...

And what about the new-look characters? The men, women, zombies and super-cops have never looked so eye-felchingly incredible outside of Namco's intro movies. Textures are silky smooth, character models intricately designed (watch their fingers curl into a fist when they go in for a punch), and every movement quick and beautifully precise. Each fighter has been transformed from a man-shaped mass of clunky polygons into a sleek, man-shaped man/woman/cyborg/panda and the like. The new rendition of True Ogre really gives the old fella a new lease of life – half the screen's filled up by his leathery bulk – while the grizzled Heihachi's slap shines like never before... It's worth pausing the game a few times when you lash out at an opponent's chin too, just to take in the full pained expression on the victim's face – the Emotion Engine bringing true emotion to *Tekken*. Believe us when we say you've never seen the old girl look quite so special.

This is the familiar *Tekken* set-up, so you won't have a problem figuring out what to do when the game's loaded. Just get cracking skulls!

When you first crack open the game, only 20 out of the total of 39 of the trilogy's fighters are selectable. All the extra characters are released – *Tekken* fans will know the score by now – as you beat the game in Arcade Mode, with each▶

"EACH FIGHTER HAS BEEN TRANSFORMED FROM A MAN-SHAPED MASS OF CLUNKY POLYGONS INTO A SLEEK, MAN-SHAPED MAN/WOMEN/CYBORG/PANDA..."

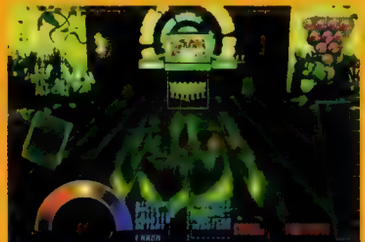
KINGPIN

For a brief time, you'll forget about *Tekken Tag* and get stuck into this beauty – tag team ten-pin bowling with the *Tekken* crew. The 'King of Ironbowl Tournament' takes place in the Mishima Lane (found next door to the Kazama Showcase Cinema and TGI Fury's, no doubt), a bowling alley where the gold pins are in the shape of Heihachi's head and you're cheered on by a seemingly boozed-up Dr Boskonovitch...

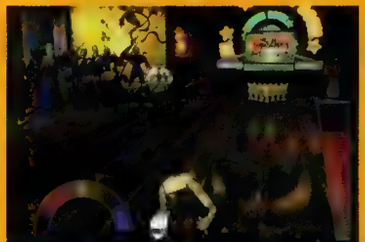
BIG SCREEN: The secret subgame even gets its own title screen - she's a beauty, in a 'nice logo' kind of way...

WHO'S THIS? It's Unknown! And Jack boy at the back! Tekken Bowl is a tag-team game as well...

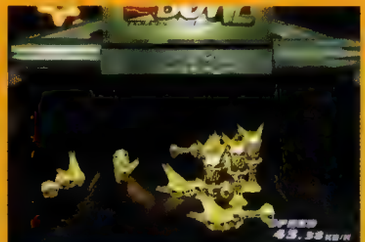
GETTIN' JIGGY: Move your bowler to the best position, then get your power sorted using the gauge...



TERMINATOR BOWL: Fighters such as Gun Jack and Bryan Fury get this laser-sighted display.



SONUVVA BOSKONOVITCH: This is the only appearance Dr B makes in the game - bowl at the fool.



OOOOSSSHKAAA! You get a brief replay of your strike - you'll see that the pins slide very slowly

JIN AND TONIC: Two old favourites clash, with the action caught in exquisite detail using the in-game screen capture system. Just look at the savage scowl on old man Heihachi's grey face. It's the best *Tekken* yet!

HOW OFTEN WILL YOU TAG?

It depends a lot on the type of player you are. The hook-nosed thugs amongst us will probably select the beefiest characters – Ogre and True Ogre – and just go tag-mental, switching from one character to the other between each... individual... hit. The braver player will never tag, choosing to go it alone, Darth Maul-style, against two opponents. There are a number of tag moves exclusive to certain partnerships (see pg 112 for more info). OH, AND HERE'S A TACTICAL TIP: holding down one of the tag buttons when the stage loading screen swaps your chosen starting character for the second character, just like in the coin-op. Neat, no?

STAGE #01 Get in nice and close and press ▲+Tag to begin a tag throw.

STAGE #02 After hurling Hwoarang, Gun Jack's about to make a sharp exit...

STAGE #03 ... before Kuma (in polar bear outfit) leaps in to help.

STAGE #04 The final part of the tag throw movement - the plunge and squit (as we like to call it). This'll wind up your opponent...

"A HERO OF HEROES FINALLY APPEARING WITH A VARIETY OF AIR COMBOS"

How Tekken Tag's Director, Masahiro Kimoto describes one of the development team's favourite characters – Jin Kazama. Turn to pg24 to find out more...

WE USED TO THINK TEKKEN 3 WAS CUTTING EDGE...

When you put *Tekken 3* (PSone) TV to TV against *Tekken Tag Tournament* (PS2), it becomes very clear that the new generation PlayStation is capable of making every other console look a bit old-fashioned. Even its highly advanced predecessor. Just take a look at how we used to play *Tekken*...

TASTY BACKGROUND... So much better than Tekken 2's, but still not *quite* right...

GLOWING IMPACT... See how it lights up big boy Phoenix's angry mush?

FLAT SKY... Yep, flat. But at least it's the right colour. Isn't it?

THANK YOUR EYES! Look at the leaves, the buildings, the people watching you fight!

BURNING IMPACT! Just look at the intensity of that compared to *T3*'s!. Feel the burn!

REAL SKY! A brooding expanse with gen-u-wine clouds and lightning!

[illegible] Amazing for its time. Tattoos, clothing and... is that *hair*?

[illegible] Thick, black and angular. Just how we like them.

FLAT FLOORS... Nice textures, but it does look like it's been ironed.

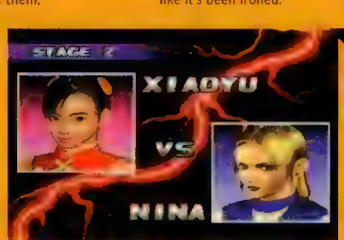
SUPER-DETAIL! Creased clothing, frayed material, tensed muscles, individual hairs...

REAL SHADOWS! Look - you can see the floor through them and everything!

LUMPY FLOORS! They don't have any affect on the action though. Shame, that...

TEKKEN 3

[illegible] It's trying its hardest admittedly, with a range of (slightly blocky) mountains in the distance and a floor you can see through. It's all a bit too bright 'n' blue though.



TEKKEN 3

[illegible] Looking a bit pasty there, my loves. Namco had a good stab at breathing life into their characters on the loading screen, but, well... it's all a bit 1998, don't you think? Bring on the year 2000...

TEKKEN 3

[illegible] Remember how you were treated to a terrifying display of brute power when you won a stage? Well things haven't changed that much in *Tag Tournament*...

TEKKEN TAG

DETAILS TO DIE FOR Burning floodlights, Mishima Corporation choppers passing overhead, guards patrolling the perimeter, a waterfall gushing down the distant cliffs .. PS2, we salute you!

TEKKEN TAG

FOUREHEAD Aah, now that's more like it. Except it isn't. Where are the new character images - we've seen these before, Namco! We'll put it down to having to try and hit a ridiculous PS2 launch deadline...

TEKKEN TAG

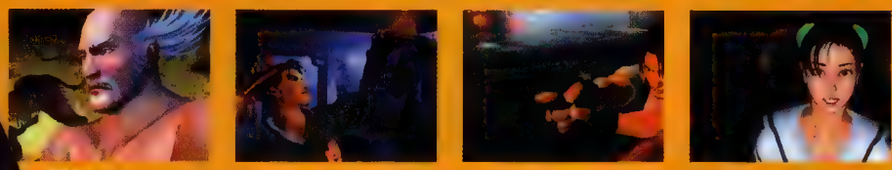
PAUL DANIELS This really is magic - your two fighters going through their winning routines in super-sharp PS2-o-vision. It's a shame they don't interact a bit more when they're doing it though.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

ENDING IT ALL

With the odd exception all the characters have multiple endings – actually, most have *one* ending, but it's repeated with them wearing their different outfits... cheeky Namco, no? Each of these is unlocked when you beat the final boss Unknown in the eighth stage, and can then be viewed at any time in the Theatre Mode. However, fans of Namco's CG work will be gutted – these endings use the in-game engine. Unknown, being the new face in this *Tekken* line-up does get a CG movie though, and it seems to take the series in a darker direction. But we won't spoil that one for you – here's a few samples from the other characters instead...



SWEET Heihachi, Jin (in his hidden 'school' outfit), Lei and Ling Xiaoyu each get treated to a nifty movie. Actually, Ling gets two different ones - one featuring her stupid panda, the other (a clip shown here) with her *bothering* Jin down Sweet Tekken High...

ODDBALL Some of the more *unusual* end movies include those for Tiger, Law (complete with Paul's eye-watering boot in the plums), Ganryu and his 'flower-refusal' (you'll have to see it), as well as Paul's own end film where he just wants to get stuck in...

YOU CHEEKY, CHEATIN' NAMCO!

TRUE OGRE Here's an example of how Namco's *Tekken Tag* R&D team have either been on-the-money with their comprehensive attention to detail, or just a bit jammy (for want of a better word). Go to Theatre mode and you'll see that True Ogre has four end movies. You'll watch one and see him battling Devil. Very nice, our Namco. But then you'll select another one and realise it's exactly the same footage, only with the main man in a different 'costume'....

"SHE IS A MYSTE

Head to toe! - Heihachi

This image (and the one of Jin) were 'knocked up' by Namco for PSM2. Cool, no?

TEKKEN HOME HISTORY

- **PlayStation** – Tekken launches in Japan on PlayStation
- **In the US and the UK** – Tekken hits PlayStations
- **hits Japan** – Tekken 2 for PlayStation
- **PlayStations** – Tekken 2 released for US
- **the UK** – PlayStation Tekken 2 hits
- **'PlayStation the Best' label in the UK** – Tekken re-released on the PlayStation the Platinum label in the UK
- **Best' in Japan, Tekken 2 goes 'PlayStation the** – Tekken 2 goes 'PlayStation the Platinum label in the UK
- **US PlayStation gamers get a taste of** – Tekken 3 debuts in Japan
- **Tekken 3** – Tekken 2 goes Platinum in the UK
- **PlayStations** – Tekken 3 arrives for UK
- **Tekken 3 in the UK** – it's Platinum time for
- **PS2 in Japan** – Tekken Tag Tournament hits
- **time in Japan for Tekken 3** – it's 'PlayStation the Best'
- **launch of PS2** – Tekken Tag ready for US
- **for The Tag...** – UK gamers, get ready

▶'secret' fighter spewed out in the order they were released in the arcade version's time release. As we indicated in the PSM2 mini-magazine sampler that some of you will have seen, doubters will inevitably whine about how Paul's now 40 while Lee hasn't aged, or how Baek was supposed to have been eaten by Ogre. For most of us though, the chance to team up our two favourite characters from the series is fantastic, if a little frustrating because the game doesn't take the backstory of the series in any new direction.

TOUCH AND GO

So what about the Tag feature? Actually, it isn't quite as well implemented as *Dead or Alive 2's* – where your two characters can string together joint devastating combos as they tag – or as visually excessive as the one in *Street Fighter EX3*. But it's still as oily-slick as Richard Madeley's tongue – a tap of a shoulder button and your characters change positions, and it's clear it'll take you ages to master all the tag attack combos.

As for the rest of the play mechanics, well, this is text book *Tekken*, something which may disappoint those expecting some truly imaginative Namco-style innovation. The Tag feature brings a stronger element of strategy to the King of Iron Fist Tournament (it's a much 'bigger' game than *Tekken 3* in every respect), but if you've played the previous two *Tekken* games, you pretty much know what's on offer here. Each character has been granted a selection of new moves – Armor King's European Uppercut and Anna's terrifying sounding Rear Chickenwing Lock, for instance – and some of these can only be pulled off if you've got a specific second character ▶

"THE TAG FEATURE ISN'T QUITE AS WELL IMPLEMENTED AS DOA 2 OR AS VISUALLY EXCESSIVE AS STREET FIGHTER EX3"

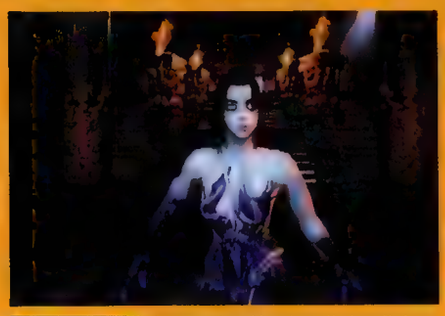
INSIGHT

- The arcade version of the game used the system 12 board, based on the original PlayStation hardware. So the PS2 version looks so much better...
- *Tekken*'s best fansite is tekkenzaibatsu.com.

UNKNOWN

Namco's Team Tekken have only managed to squeeze one new character into *Tag Tournament*. She's a looker, dresses like a hooker and boy, does she go nuts for the smell of wet wolves – welcome her with open arms (followed by a kick in the ribs), yes, it's the kooky-spooky Unknown...

UNUSUAL Like Mokujin, Unknown mimics other characters' fighting styles, although *she* can switch between them at will. Her yellow eyes are spooky too.



UNDERWEAR She's a messed up girl, and even the team that gave her life don't know why she's like she is (see below)...

UNDERNEATH The wolf spirit hovering around Unknown copies her every move, but never contributes to a fight.

Head to head – Jin
Heihachi's nemesis lacks the old man's experience. But he's got more hair.

RY EVEN AMONG THE DEVELOPMENT STAFF... EXCEPT FOR A JIN TATTOO ON HER ARM"

That's how Masahiro Kimoto, Director of *Tekken Tag Tournament* on PS2 described Unknown to PSM2. "The concept of the *Tekken* universe allows fun things to be introduced without restrictions. An extreme example is Unknown this time. The *Tekken* series has set Heihachi as the final boss followed by Kazuya (his son) and Ogre (fighting god). We thought what would be a surprise for the players to have next, and came up with a woman looking mysterious, weak and ordinary. During development she was called 'Unknown' and developed into a character surrounded by a wolf and light, using moves from various characters. She is a mystery even among the development staff... except for a Jin tattoo on her arm".

MORE EXCLUSIVE INSIDER INFO FROM NAMCO ON PG 22.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

CROWDS

Look at 'em, urging your attacks on with their stupid mouths and clappy-hands. They'd probably poke you with big shitty sticks if only they could reach you on your spinning disc. Each crowd has its own unique way of getting excited about the action – the animation routines for members of the crowd are generally a mixture of five second loops and some that are just instant repetitions. Some of the onlookers don't even bother getting excited though. See what we mean...

BASIL BRUSH: You haven't got time to be sweeping up, mate! And will you just look at the expression on Paul's face – the power of the Emotion Engine...

FILTH: The rum bunch down the streets are clearly running a book on who'll win. Our money's on Jack-2...

SCRAP! SCRAP! SCRAP! The best crowd is the one down the school. Watch out for the panda here too...

"KAZUYA AND THE BOYS, DOWN THE SKITTLE ALLEY..."

Tekken Bowl. You've got to try Tekken Bowl, most entertaining 'secret' ever stashed away in a Tekken game. There's some high-scoring tips from Namco just over the page...

RELEASE ALL THESE!

When a *TTT* arcade cabinet is switched on for the first time, only 20 characters are selectable – the same when you first slip the PS2 disc into your machine. The internal clock of the coin-op releases a new character each week – in the PS2 version, you have to earn them in Arcade Mode. Here's there order of release...

- Kunimitsu
- Jack-2
- Wang Jinrey
- Kuma & Panda
- Ogre
- Prototype Jack
- Devil & Angel
- Bruce Irvin
- Lee Chaolan
- Roger & Alex
- Kazuya Mishima
- True Ogre
- Mokujin & Tetsujin
- Unknown

PAUL VS KUMA: Pick the right partnership and the pre-fight warm up routines show a glimpse of their relationship...

PSM2 LIKES

PROTOTYPE JACK

OGRE

OGRE

KUMA

WANG

KUNIMITSU

LEE

KAZUYA

COSTUMES

Each character has a choice of between two to five outfits in the game (each selectable by pressing different buttons on the Character Select screen). Here's the ones the PSM2 team constantly pick

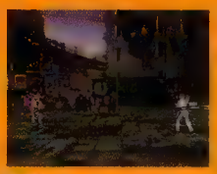
EAT THIS, WENCH! Ling Xiaoyu might get on well with pandas, but clearly she's made no friends in the marsupial kingdom...

BEAUTIFUL, BEAUTIFUL BACKGROUNDS

You won't have much time to look at them in the sweaty, nose-bursting fever of a fight, but Namco have squeezed in lots of cool little touches you should take the time to see...

STREET

Paul's stage is a bit grey, it has to be said, but it's all the more gritty for it. Keep an eye out for the grass sprouting between the cracked slabs and the tatty posters and graffiti lining the walls...



FACE: Fake advertising telling you to 'watch'? Apartment block-sized heads truly terrify us.

GANGS: Some of the shady bods moving about in the background really can't be arsed...

EPIC: You still get the queasy parallax sensation that you're not *really* part of the background.

CLARE: See how the paving slabs are uneven here? Shame they don't affect the action at all.

CITY: You can see for miles into the smog-ridden city that Paul prefers to fight in...

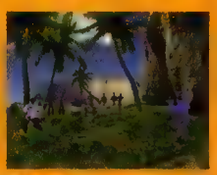
BEACH

The Gordo's stage is a relaxing 'jumpers for goalposts'-style fighting arena down by the sea. See? Watch out for men sat on oil drums (because, let's face it, there are plenty of drums down by the sea)...

TREE: The first thing to grab your attention is the gentle swaying of the palm trees.

GRASS: The next thing feature you'll notice is the grass - it gives the scene real depth.

BUMS: More trees and beach bums cheer you on. The trees don't though. They just sway.



CLOTH: The detail on every piece of scenery is astounding. Look at the quality of that rock.

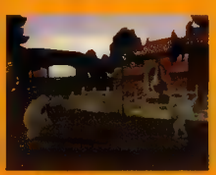
DISTANCE: Almost full circle back to the starting point. See how far you can see...

DOJO

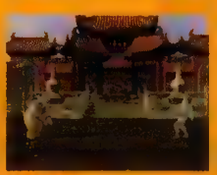
An expansive fighting stage with lots of variety – in fact, it's too big for us to squeeze on in five shots. When a fight opens here, just take two seconds to stare at those filthy great boats...

BOATS: The size of the barge sails billowing in the background is seriously impressive.

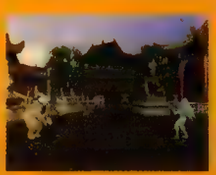
SUN: Flare might be a videogame cliché (see pg107), but it's beautifully effective here.



SHADOWS: See how the shadows move when you pass by the sun? They're real shadows!



MONKS: Watch them run through their training routine as you get smacked about...



STATUE: More monks, two - we can only assume they're tramps - and a gold statue.

"SOLIDLY PLAYABLE, BEAUTIFULLY PRESENTED AND CRAMMED WITH SOME OF THE MOST ALLURING CHARACTERS IN FIGHTING GAME HISTORY"

on your tag team – Jin's Devil Possession only works if you've teamed up with Heihachi, for instance. If one of your characters loses all their health, that's it, you're both out (unlike *Dead or Alive 2*, where the survivor can carry on – to lose, usually). So, you'll need to use the tag feature a bit more creatively, concentrating on making sure your weakest character is tagged out of the action frequently so that their health bar has a chance to slowly recover.

TEN PIN TEKKEN

One other feature worth highlighting is the Tekken Bowl mode. It's the most entertaining 'secret' ever stashed away in a *Tekken* game, and with its own title screen and sublime strategies, feels more like a game in its own right (unlike *Tekken 3*'s Tekken Ball novelty). But it will freak you out at first – Kazuya, Ogre and the boys down the skittle alley of their local, cheered on by a woozy Dr Boskonovitch? Just what the freak is going on?

So, why, with all this sealed-in freshness, will you find yourself wishing for a bit... more? Part of the trouble with *Tekken Tag* is that, because of Namco's brilliant previous efforts, the expectation level of *Tekken* fans is understandably high. Each previous upgrade of the game on PlayStation has been precisely that – from the original *Tekken* through to *Tekken 3*, options have been beefed up, the game system refined and the presentation polished till you can see your face in it.

Tag Tournament doesn't let you down visually – if you've played the coin-op, you'll be amazed at the super-smoothness of the PS2 game – and there's the usual overloaded stack of play options (not to mention the fact that nearly every character from the *Tekken* universe is in here). It's just the play system that lacks that extra bit of sparkle this time around; it's not that big a departure from How Things Have Always Been. If you've never played *Tekken* before (sh'yeah, right...) that won't be an issue at all – *Tag Tournament* will be the most absorbing fighting game you'll have ever played.

BRACE YOURSELF

Ultimately, this 'sequel' is kinda what you expect – solidly playable, beautifully presented and crammed with some of the most alluring characters in fighting game history. But you can't help feeling it would have been *nice* to have been surprised a bit more. As brutal as it may sound, *TTT* would have been an ideal way to close the series on PlayStation, but probably doesn't kick-start the launch of PS2 as it should. As long as you haven't got ludicrous expectations the size of Nick Hancock's ego, though, you're not going to be wildly disappointed. Just a little let down.

If you're after an innovative departure from the norm, you won't find it here. If you want a gorgeous fighting game that's instantly familiar to pick up and play, why not treat yourself... PSM2

BEARLY NICE: The final boss, Unknown (the only new character in the game) gets a taste of Tiger's kinky affro justice...

IT'S NOT OVER YET! TURN THE PAGE TO HEAR WHAT TEKKEN TAG'S DIRECTOR HAS TO SAY ABOUT HIS GAME...

DEVIL'S CHOICE

1 **TEKKEN TAG TOURNAMENT**
The ultimate *Tekken*. Although it doesn't push the traditional playing system too far, it's still a winner.

2 **DEAD OR ALIVE 2**
More frantic than *Tekken*, but just not quite as polished. Watch out for the improved UK version.

3 **STREET FIGHTER EX3**
Not quite as deep as the other two, but still cracking.

PSM2 VERDICT

GAMEPLAY
+ Doesn't stray from the traditional, sound Tekken mechanics
- You might find yourself sticking to the same routines

GRAPHICS
+ No bones about it, *TTT* looks an absolute peach
- Devil looks a little like he's made out of modelling clay

SOUND
+ Roger the kangaroo's mad babbling. Brilliant
- Too many character themes are simply unforgettable.

LIFESPAN
+ A huge cast of characters.
- Not *that* many fresh new secrets to uncover, really

OVERALL
The best Tekken yet, but even with the looks, characters and snappy tag team thrills – this is still *Tekken 3* underneath.

87
STUNNING

GOT ONE OF THESE?

SO D'YOU NEED ONE OF THESE?

If you want to play the ultimate version of *Tekken*, yes! It's got nearly every character from the *Tekken* universe (no Gon or playable Boskonovitch though), the tag feature and looks as good as *Tekken* should. If you're getting a little bit bored of the current *Tekken* way of things, this isn't going to win you around – it's 'gameplay' just isn't a big enough leap on from *Tekken 3*. *Tekken 4*'s likely to be the title to do that. *Dead or Alive 2* is another fantastic fighting game to consider on PS2, but the real test will come when *Tekken Tag* goes up against *Dead or Alive 2: Hardcore* for the UK release of the system. Stick with us for the ultimate verdict...

"The Emotion Engine in PlayStation 2 has made us realise exactly what Tekken lacks"

MASAHIRO KIMOTO

THE DIRECTOR OF TEKKEN TAG TOURNAMENT

Talks to Marcus Hawkins

Have a guess what Masahiro Kimoto – the happy genius a centimetre or so to the left there – likes doing in his spare time. Bare-knuckle boxing? Mud wrestling? Cock fighting? No. *Tekken Tag*'s Big Cheese likes to relax with a spot of driving. He's also partial to skin/scuba diving and 'fish' (although it's unclear whether that's looking at them, catching them or eating 'em). PSM2 caught up with him just before he was about to drive down to the coast to go diving. With some fish. We wanted answers to our PS2 *Tekken Tag* questions. He wasn't leaving 'til we got them...

MANY DEVELOPERS ARE REPORTING THAT IT'S VERY DIFFICULT TO DEVELOP FOR PS2. HOW LONG DID IT TAKE YOU TO FINISH THE GAME?

We began to work on the arcade version of *Tekken Tag Tournament* in December 1998 and released it in July 1999. Another team had been making a basic study of developing the game on PS2 since February 1999 and exhibited it when PS2 was introduced to the public. Thereafter it took eight months to develop a *Tekken Tag Tournament* title for PS2 by a joint team of the two.

It's hard to compare the development time with that for software developed by other manufacturers, but we completed it in a comparatively short time among the titles we have developed.

HOW MUCH OF PLAYSTATION 2'S POTENTIAL DO YOU FEEL YOU'VE USED FOR TEKKEN TAG?

I have to answer that we used 100% of our capability at that time. When we worked on the first *Tekken*, we never imagined that a game like *Tekken 3* would be possible on the same PS. So we expect there will be the evolution we now never think of on and after the next game.

WHAT ASPECTS OF THE GAME ARE YOU HAPPIEST WITH?

We are happiest with all aspects of the game. Among them? All commands can be confirmed during playing.

COULD YOU HIGHLIGHT SOME OF THE THE MOST IMPRESSIVE DETAILS OF TEKKEN TAG FOR READERS WHO HAVE YET TO SEE THE NEW GAME?

I think they'd have to be the outstanding characters from the older games of *Tekken* series, and the more dynamic depiction of the fighting scenes. We have recreated a model apparently made of polygons into a character looking smooth and active (real) and scenes that show perspective (depth).

TEAM QUESTIONS

MANY OF OUR READERS ARE EXPERIENCED TEKKEN PLAYERS AND HAVE THEIR PREFERRED CHARACTERS, BUT WHO ARE THE DEVELOPMENT TEAM'S FAVOURITE FIVE TEKKEN FIGHTERS, AND WHY?

Each member tends to love a character he has worked on, so it is difficult to answer which ones are favourite with the development team as a whole. However there are comparatively popular characters, including:

- **Heihachi:** Don't know a reason but many members love him.
- **King:** Many of them team are fans of professional wrestling and King allows them to come up with lots of moves.
- **Jin:** A hero of heroes finally appearing in *Tekken* with a variety of air combos.
- **Paul:** He has been always popular since *Tekken 1* and his various moves are exciting.
- **Bryan:** Recently we feel he is most suited for *Tekken*

ONCE THE GAME WAS FINISHED, HOW DID THE TEAM CELEBRATE?

On the completion day of the game we had a small dinner party with the project members. Then all of us, being tired, went home after a long absence. Later, Namco threw a big party for us in celebration of the game's completion.

WE MISS THE LENGTHY CG END MOVIES AND THE LONG REPLAYS OF 'FINISHERS'. WHY WERE THESE REMOVED?

As for finishing moves we had to make them short to meet the specifications of the original *Tekken Tag Tournament* game, while in the CG end movies we wanted to produce a show using real models as a new trial, with players seeing character detail which can't be seen in the game. Another reason is that the game data took up most of the capacity of the CD-ROM, leaving storage short for many CG movies.

DO YOU GET STRANGE THINGS SENT TO YOU BY OBSESSIVE TEKKEN FANS? DO PEOPLE ASK FOR NINA'S UNDERWEAR?

We have not particularly received such strange requests as you have mentioned. However, presents relating to February 14th (Valentine's Day) and some ideas for games or characters have been sent to us.

WHY DID YOU CHOOSE BOWLING AS A HIDDEN GAME?

Firstly we thought that we had to offer something enjoyable to players who find the game difficult, while introducing characters in *Tekken Bowl* to appeal to others who can't use all characters in the main game. The name is a parody of the *Tekken 3* hidden game, *Tekken Ball*.

As a tip for getting a high score, remember that there are three types of characters, Herculean Strength, Backbone and Control First. Use Backbone (Paul, Heihachi etc.) for the first pitch, then Control First (Xiaoyu, Wang etc.) to earn points without fail, or a character holding a radar (Yoshimitsu, Bryan) to pinpoint. Out of all the characters, members of the development team have got perfect games with Paul, mostly...

WHAT DO YOU THINK IS THE MAXIMUM NUMBER OF TRULY DIFFERENT CHARACTERS YOU CAN FEATURE IN TEKKEN?

I think that we have reached the limit number of characters in every respect and feel it'll be hard to introduce more characters without affecting the personality of each character.

WHAT DO YOU FORESEE AS THE NEXT REVOLUTION IN FIGHTING GAME PLAY MECHANICS?

We always grope for its revolution. When we find the answer, we'll incorporate it in a game. The Emotion Engine in PS2 has made us realise exactly what *Tekken* lacks. We will prepare it to show you if the next *Tekken* is to be developed.

WHERE DO YOU SEE THE TEKKEN SERIES GOING NOW?

I can only say that *Tekken Tag Tournament* was released as a game with different features from the rest of the *Tekken* series. I am not sure where it will go in the future although we want to make a playing system different from both the *Tekken* series and *Tekken Tag* for the sake of fun when we work on the next version... PSM2

TEAM TEKKEN

THE BOYS BEHIND THE GAME

1 GAME DESIGNER & MOTION DESIGNER
- **Name:** Kazuo Takahashi
- **Joined Namco:** 1997
- **Previously worked on:** Tekken 2 & 3 (Arcade/PS), Soul Edge (Arcade) and Soul Calibur (Arcade/DC)

2 MAIN SYSTEM PROGRAMMER
- **Name:** Kiyoshi Minami
- **Joined Namco:** 1992
- **Previously worked on:** Tekken 3 (Arcade/PS), Dancing Eyes (Arcade) and Namco Classic Collection 1 & 2 (Arcade)

3 ART DIRECTOR
- **Name:** Yoshinari Mizushima
- **Joined Namco:** 1995
- **Previously worked on:** Tekken 2 & 3 (Arcade/PS), Tekken Tag Tournament (Arcade)

4 GAME DESIGNER & PROJECT DIRECTOR
- **Name:** Masahiro Kimoto
- **Joined Namco:** 1989
- **Previously worked on:** Tekken Series (Arcade/PS/PS2), F/A (Arcade)

5 GAME DESIGNER & PROJECT DIRECTOR
- **Name:** Katsuhiro Harada
- **Joined Namco:** 1994
- **Previously worked on:** Tekken 3 (Arcade/PS), Tekken Tag (Arcade)

WANT SOME?
Namco's *Tekken Tag Tournament* R&D team love their game. Clearly. You wouldn't want to mess with the guys who gave Kazuya his Steel Pedal Smash or Ling her Windmill Slaps, would you? Yoshinari Mizushima is particularly fearsome, but we do think we could take Masashi Kubo. He really doesn't look bothered...

6 STAGE DESIGN DIRECTOR
- **Name:** Masashi Kubo
- **Joined Namco:** 1995
- **Previously worked on:** Tekken 2 & 3 (Arcade/PS)

7 GAME DESIGNER & PROJECT DIRECTOR
- **Name:** Yuichi Yonemori
- **Joined Namco:** 1998
- **Previously worked on:** Tekken Tag (Arcade)

8 CHARACTER & STAGE PROGRAMMER
- **Name:** Daizaburo Nakamura
- **Joined Namco:** 1994
- **Previously worked on:** Tekken 3 (Arcade/PS)

"Revolution"

"We always grope for revolution. When we find the answer, we will incorporate it in a product." Masahiro Kimoto on the future of fight game play mechanics...

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

IF YOU THINK THE SHOCKING ABILITY OF THE HARDWARE'S MAKING US DROOL LIKE FOOLS...

... imagine the dribbly mess the games line-up's got us in. You might have gone through the reviews section of PSM2 and briefly toyed with the idea of cancelling your pre-order. The paucity of head-turning titles is all part of the process – if a whirlwind of heart-stoppers were released on day one, you'd call Sony butchers. And we'd be guilty of complicity.

Just read through these previews and your doubts will evaporate. You may experience feelings of well-being as you notice *Silent Scope*, *Star Wars: Starfighter* or *The Bouncer*. Bit trembly as you check *ISS 2001* and *F1 2001*? Feel the need to take the weight off when you clock *Smugglers Run* and *Red*? Well, that's what we're all about. Digging out the sublime *and* the ridiculous and letting you have it first, in glorious technicolour. **PSM2**

READER TOP TEN GAMES

YOUR MOST WANTED

Can't sleep until Kakinoki Shogi gets a release? Er, right... whatever.

1 METAL GEAR SOLID 2

- **DEVELOPER** Konami
- **GAME TYPE** Stealth Adventure
- **ON SALE** Late 2001

Proving that, even at this stage, our readers are a discerning bunch. And now you've seen the video.

www.konami.com

2 DEAD OR ALIVE 2

- **DEVELOPER** Namco
- **GAME TYPE** Fighting
- **ON SALE** October 2000

It's the tag-tastic combo action, and not the women's underwear, isn't it? Isn't it?

www.tecmo.co.jp

3 GRAN TURISMO 2000

- **DEVELOPER** Sony
- **GAME TYPE** Racing
- **ON SALE** January 2001

Everybody loves those shiny cars. No-one can wait for this one. Which is more than can be said for...

www.sony.com

4 RIDGE RACER 5

- **DEVELOPER** Namco
- **GAME TYPE** Arcade Racing
- **ON SALE** November 2000

Loads of you are excited, but nearly as many are shouting 'It's just the same, isn't it?' Well, um, it looks a lot nicer.

www.namco.com

5 TEKKEN TAG

- **DEVELOPER** Namco
- **GAME TYPE** Fighting
- **ON SALE** November 2000

A similar split was obvious over this one. Die-hard fight fans can't wait, but not everyone is so impressed.

www.namco.com

6 MOTO GP

- **DEVELOPER** Namco
- **GAME TYPE** Racing
- **ON SALE** December 2000

Read 'Motorbike' and 'From the makers of *Ridge Racer*', in the same sentence and get excited. We are too.

www.namco.com

7 ISS 2001

- **DEVELOPER** Konami
- **GAME TYPE** Football
- **ON SALE** November 2000

The greatest football game ever on, coincidentally, the greatest console ever. Leave the pub early to play it.

www.konami.com

8 FINAL FANTASY 10

- **DEVELOPER** Squaresoft
- **GAME TYPE** RPG
- **ON SALE** Early 2001

It's Final Fantasy. It's Playstation 2. Electric boogaloo. Square's bad-ass rep is reflected in the excitement about...

www.squaresoft.com

9 THE BOUNCER

- **DEVELOPER** Squaresoft
- **GAME TYPE** Fighting/RPG
- **ON SALE** March 2001

Ah, but do you actually know what it's about, apart from bouncers? Eh? Thought not. Looks great, though.

www.squaresoft.com

10 JUNGLE BOOK

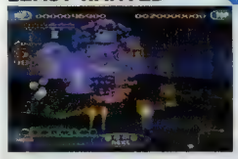
- **DEVELOPER** Ubi Soft
- **GAME TYPE** Dancing
- **ON SALE** December 2000

You couldn't care less about Britney, but there's a place in your nostalgic heart for Baloo and the boys. Spot on.

www.ubisoft.com

LEAST WANTED

FANTAVISION



- **DEVELOPER** Sony
- **GAME TYPE** Puzzle
- **ON SALE** November 2000

Silly people. You only care about fireworks for one night a year, judging by the lack of mail about this. Wrong.

www.sony.com

MAIL US NOW!

WITH YOUR MOST WANTED GAMES...

Don't have a pop at us, we're just letting you know what you're letting us know. If you can't see the game that you've written on the pennies jar then mail us. We can share it with everyone **WWW.PSM2.CO.UK**

"THAT'S LIKE SAYING, 'WHAT DID ROCK MUSIC SOUND LIKE BEFORE THE ELECTRIC GUITAR?' THERE IS NO WAY THAT THIS COULD HAVE BEEN DONE ON PLAYSTATION"

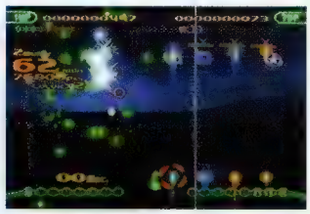
STEVEN RECHTSCHAFFNER, PRODUCER OF SSX
The man behind the amazing future 'boarding sim, on what the PS2 has allowed them to do with next generation hardware. *Source: ign.*

›TWIN BANGER ACTION シつEカ/

FANTAVISION

Sony have confirmed that the UK version of their oddly relaxing pyrotechnics-fest will feature a split-screen two-player mode, although whether it will be competitively priced isn't clear as yet. Sources at Sony have indicated that this, along with the anticipated demand for games, might mean it sells for £40, instead of the widely expected £20.

PSM2 RECKONS *Fantavision going directly up against* Tekken Tag *doesn't sound like much of a plan.*



FIREWORK NIGHT: Relax along with your chosen life-partner and some large explosions.

BOOM BANG-A-BANG: Or have a bitter argument about them nicking your Starmine.

PSM2 JUST IN! *The two-player Fantavision was announced just as we went to press, and sent us all into a quiet reverie.*

PSM2 MOST WANTED

THE TEN GAMES KEEPING THE PSM2 TEAM UP NIGHTS.

1 METAL GEAR SOLID 2
— We can't wait. We gave you the video so you'd suffer along with us.

2 ODDWORLD
↑ Pretty, witty and... odd, it could take the solitary time-wasting title

3 GT 2000
— Gran Turismo, only much, much better.

4 SSX
— A well-implemented snowboarder, but with the emphasis solidly on fun.

5 WIPEOUT FUSION
↓ Top dance tunes and snazzy visuals – will make PS2 irrefutably cool.

6 ISS 2001
— Traditionally the best football games in existence

7 TIMESPLITTERS
— Four people. Confined spaces. Loads of shooting. Fantastic

8 KESSEN
↓ The Japanese version looks like Braveheart with Samurai.

9 THE BOUNCER
↑ Might have been higher, except we don't know what it's about.

10 Z.O.E.
— We have to get our Kojima fix somehow, after all.

OUR LEAST WANTED
You can take your title and...

RAYMAN 2
Call us bitter and hardened, but cutesy characters aren't what PSM2's all about.

FACE LIFT: *DOA2* - already one of the most attractive game on the PS2, being tarted up more...

›EMOTIONALLY CHARGED ENGINE シつEカ/

DOA2 HARDCORE

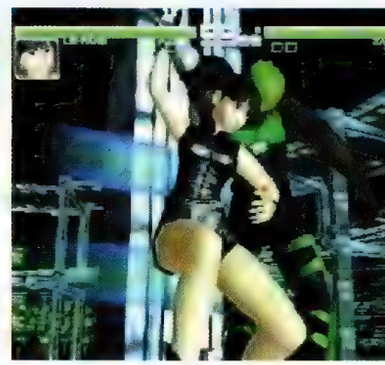
UK release is due for an overhaul, and we thought the Japanese version was ace.

The version of *DOA 2* planned for Britain and the US should be radically different to the Japanese import reviewed this issue, if Tecmo's claims are to be believed. *DOA 2: Hardcore* will be based on a new graphical engine, and will include new unlockable secrets and in-game cut-scenes.

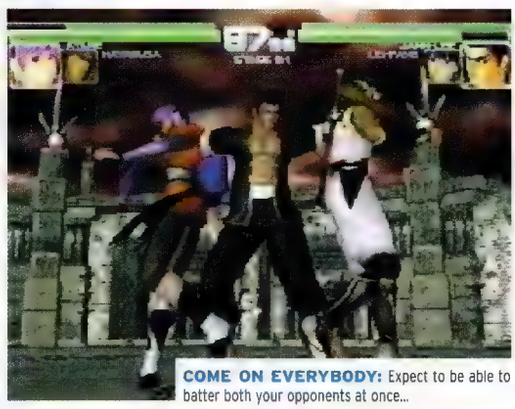
More importantly, the demos we've seen include all manner of outrageous, unpleasant and improbable new tag moves to pull off, which deals with at least one criticism of the original.

PSM2 RECKONS *Extra characters costumes and stages are fine, but they won't extend the gameplay. Hardcore, maybe, but still unlikely to worry* Tekken Tag

BACK TO BASICS: ...And then get your mate in to jump on their collective spine.



EVERYBODY IN RUBBER: Gimp suits - they look stupid, and they're completely impractical.



COME ON EVERYBODY: Expect to be able to batter both your opponents at once...

STEAMY WINDOWS: Hopefully, the new version will offer more scenery-breaking opportunities.

COMING SOON

ONLY IN PSM2 – TOMORROW'S BIG GAMES FIRST!

TROUBLED WATERS: The water graphics are alright, but certainly nothing special. Come on, it's a gimmick.

›TOCA FOR ECTS? シフカノ

GAME HEAVEN!

Next month, expect this space to be full of our inflamed ravings about all the exciting stuff we saw at ECTS, one of the games industry's biggest yearly events, held in London. Highlights should be details of Codemasters' titles for PS2, which may include *TOCA* and *Colin McCrae* games, and – gasp – a new *Metal Gear Solid 2* video.

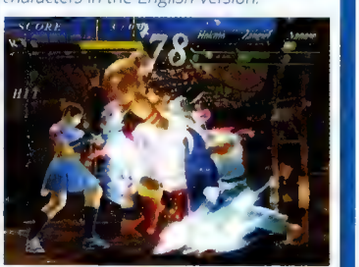
PSM2 RECKONS *We've already packed*

›NEW AND IMPROVED シフカノ

SFEX3

After releasing *SFEX3* at launch in Japan, Capcom have faced a barrage of criticism – most of it containing the words 'rush' and 'job'. However, they seem to have responded admirably, as the US and UK versions are said to have a consistently higher frame rate, with none of the sluggishness accompanying dramatic battles at the moment. Other innovations include a Pause mode Command List and Random Select options but, frankly, aren't particularly exciting.

PSM2 RECKONS *The slowdown didn't bother us as much as some slightly more tech-obsessed magazines (see pg96), but we're looking forward to creating characters in the English version.*



LIGHT MY FIREBALL: Actually, the slowdown made some moves more impressive and Manga-esque.

›SURF'S UP, THUMBS UP? シフカノ

SURFROID BOARD

DualShock 2 gets its first add-on for PS2 – it's a tiny surfboard. We have to admit, we didn't see *that* coming.

Ascii Entertainment, creators of such fine Japan-only entertainment as the *Kakinoki Shogi* series, will be bringing out a surfing game for PS2. The graphics look decidedly average and the gameplay seems intimidatingly difficult, but it has got tremendous novelty value going for it in the form of a surfboard which attaches directly to the PS2's analogue buttons.

PSM2 RECKONS *The kind of novelty game you'd pay a tenner for, but probably selling for 40 quid. Hmm.*

WAVE MACHINE: Stupid-looking, maybe, but so were fingerboards, and look what happened to them. Um...

SURFIN' UFO: Oh, and the surfers are aliens, although the implications of this aren't clear.

"WE DON'T THINK PS2 IS A DIFFICULT MACHINE TO DEVELOP FOR. ON THE CONTRARY, WE LIKE DEVELOPING PS2 GAMES BECAUSE OF THE AWESOME POWER IT PROVIDES"

TEAM NINJA (THE GUYS BEHIND DOA2)...

... responding to the vicious rumours about the subject of problems with programming and anti-aliasing on the PS2. *Source: ign.*

›WANNA BE LIKE YOU-OOO-OOO シフカノ

JUNGLE BOOK RHYTHM 'N' GROOVE

PSM2 JUST IN! Lou Bega, Mr. Mambo No.5, has recorded *I Wanna Be Like You* exclusively for the game.

Disney and Ubi Soft have teamed up to release their own variant on the inexplicably popular BeMani game, which comes with an optional dance mat and will be compatible with the likes of *Dance Megastage*. This kind of thing isn't hugely popular in the UK, but the appeal of Baloo and King Louis is a great deal more universal and enduring than any faceless teenybopper band. Details on how the PS2 version will differ from the PlayStation's are few, but Disney would be foolish not to include film clips on DVD.

PSM2 RECKONS *If this doesn't become a cult party game, then the world's become a colder place than we thought.*

STOMP 'N' MOVE: Follow the on-screen dance steps, instead of just ogling Faye. Ah, Faye.

INCOMING!

A squint over the PS2 horizon. What's heading to UK gamers from developers all over the world, and when they're likely to fall into your waiting CD tray. Updated every issue...

LAUNCH (NOVEMBER) 2000

Timesplitters	Eidos Interactive
The World Is Not Enough	Electronic Arts
Kessen	Electronic Arts
Super SnowCross	Electronic Arts
F1 Championship 2000	Electronic Arts
Unreal Tournament	Infogrames
International Superstar Soccer	Konami
ESPN Track and Field	Konami
ESPN X-Games Snowboarding	Konami
Silent Scope	Konami
Gradius III and IV	Konami
Ready 2 Rumble: Round 2	Midway
Dead or Alive 2: Hardcore	SCEE
Fantavision	SCEE
Ridge Racer 5	SCEE
Wetrix 2	SCi
Titanium Angels	SCi
Thunderbirds	SCi
Smuggler's Run	Take 2
Midnight Club	Take 2
F1 Racing Championship	Ubi Soft
Disney's Dinosaur	Ubi Soft
Donald Duck: Quack Attack	Ubi Soft
Rayman 2: Revolution	Ubi Soft
Stunt GP	Virgin
Street Fighter EX3	Virgin

DECEMBER 2000

Moto GP	SCEE
Jungle Book Groove Party	Ubi Soft
X-Squad	Electronic Arts
Stepping Selection	Jaleco
F1 World Grand Prix	Konami

JANUARY 2001

GT2000	SCEE
Shadowman 2	Acclaim
360 Challenge	Acclaim

FEBRUARY 2001

WipEout Fusion	SCEE
The Bouncer	Square

MARCH 2001

Music 3	Codemasters
LMA Manager 2001	Codemasters
World Snooker 2	Codemasters
Micro Maniacs 2	Codemasters
The Gift	Cryo
Rally Championship	Electronic Arts
Superbikes 2001	Electronic Arts
Black and White	Electronic Arts
Need for Speed	Electronic Arts
Oddworld: Munch's Oddysee	Infogrames
F1 2001	SCEE

SPRING 2001

Project Eden	Eidos Interactive
Herdy Gerdy	Eidos Interactive
Resident Evil 4	Eidos Interactive
Commandos 2	Eidos Interactive
Legacy of Kain: Soul Reaver 2	Eidos Interactive
Onimusha: Warlords	Eidos Interactive
Thief 3	Eidos Interactive
Zone of Enders	Konami
Red	Konami
Shadow of Memories	Konami
Ephemeral Fantasia	Konami
Seven Blades	Konami
Top Gun	Titus
RoboCop	Titus
Roadsters 2001	Titus
Red Faction	THQ
Evil Dead: Hail to the King	THQ
WWF SmackDown 3	THQ

LATE 2001

Gunslinger	Activision
Street Lethal	Activision
Super Bombad Racing	Activision
Tony Hawk's Pro Skater 3	Activision
Star Wars Online	Activision
Mat Hoffman's Pro BMX 2	Activision
Kelly Slater's Pro Surfer	Activision
Shawn Palmer's Pro Cross	Activision
Final Fantasy 10 and 11	Crave
Kengo	Crave
Eternal Ring	Crave
Evergrace	Crave
Armoured Core 2	Crave
Rock'n Megastage	Jaleco
Dream Audition	Jaleco
Navy Seals	Jaleco
ESPN NBA 2Night	Konami
ESPN National Hockey Night	Konami
Age of Empires II	Konami
Silent Hill 2	Konami
Metal Gear Solid 2	Konami
Jurassic Park	Konami
Tour de France	Konami
Terminator	Konami
Drum Mania	Konami
Eternal Blade	Mattel Interactive
VIP	Ubi Soft
Peacemakers	Ubi Soft
Evil Twin	Ubi Soft
Jacques Villeneuve Racing	Ubi Soft
The Road to Eldorado	Ubi Soft
Suzuki 2	Ubi Soft
Rayman 3	Ubi Soft
Speed Devils 2	Ubi Soft
Army Men: Air Attack 2	3DO
Crusaders of Might and Magic	3DO
WDL: Thundertanks	3DO
Army Men 2: Sarge's Heroes	3DO
High Heat	3DO

TO BE CONFIRMED

Aliens Colonial Marines	Fox Interactive
No One Lives Forever	Fox Interactive
Gauntlet: Dark Legacy	Midway
Off-Road Thunder	Midway
Dark Cloud	Midway
Drakan	Activision
Evo Rally	Infogrames
Madden NFL 2001	Electronic Arts
Tiger Woods PGA Tour 2001	Electronic Arts
NHL 2001	Electronic Arts
NBA Live 2001	Electronic Arts
Syphon Filter 3	SCEE
Cool Boarders 2001	SCEE
Grand Theft Auto 3D	Take 2
MDK Armageddon	Virgin
Run Like Hell	Virgin
Silpheed	Virgin
Maximo	Virgin
Gun Griffon Blaze	Virgin
WCW Mayhem	Electronic Arts
Knockout Kings 2001	Electronic Arts
Starsky and Hutch	Empire
Ghostmaster	Empire

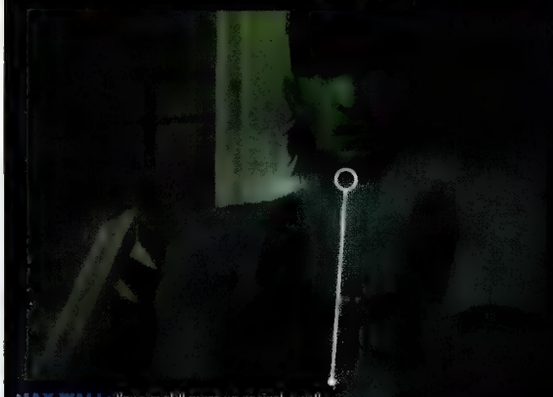
This list correct – to the best of PSM2's knowledge – as this issue went to press.

GIVE US A SMILE!

This is Hideo Kojima, the man behind *Metal Gear Solid*. He is a man who speaks quickly and passionately about his vision, his ambition, his game ideals. He is one of the great videogame creators ever – the fact that 5.5 million copies of *Metal Gear* on PSone have been sold (as of March this year) indicates how good he is. Prepare to hear his words...

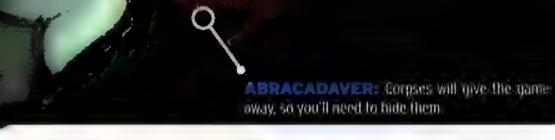
STEALTH-PANIC-ACTION!

"We've advanced the idea of stealth to a stage where drops of blood, shattered glass and enemy corpses will give you away..." Kojima-san is hideously keen to give your senses a serious workout in *MGS2* – you won't have felt quite as tense playing any other game. Take a look at how the stealth feature has advanced since the original game...



MAX WALL: You can still press up against a wall to 'sneak a peek'. But look at Snake's expression!

HANGMAN: Sneaky... Swinging like Tarzan, Snake can avoid detection by going *underneath*...



ABRACADAVER: Corpses will give the game away, so you'll need to hide them.

SOLID SNAKE

THIS IS YOU IN MGS2

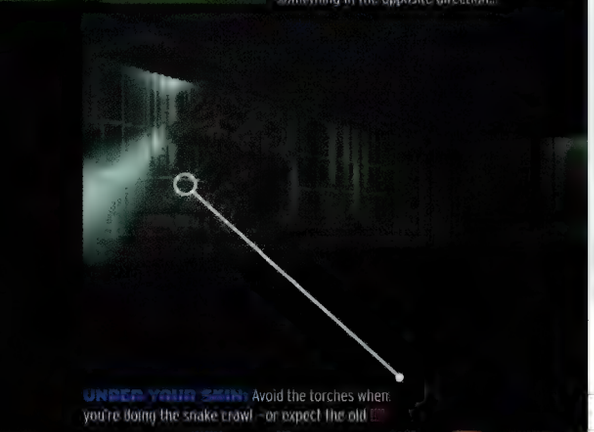
Snake returns in the sequel to *Metal Gear*, although hes had a bit of a PS2 makeover. He's clearly been tucking into the pies, and as for that mullet...

EXPECTED UK 2002 / JAPAN 2001

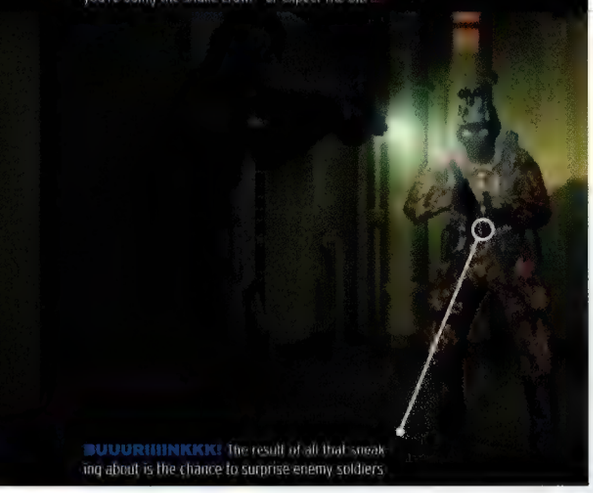
METAL GEAR SOLID 2

No other experience blurs the boundaries of game and film so utterly convincingly. Prepare to see, to hear, to *feel more*...

OVER THERE... Distract a soldier by hurling something in the opposite direction...

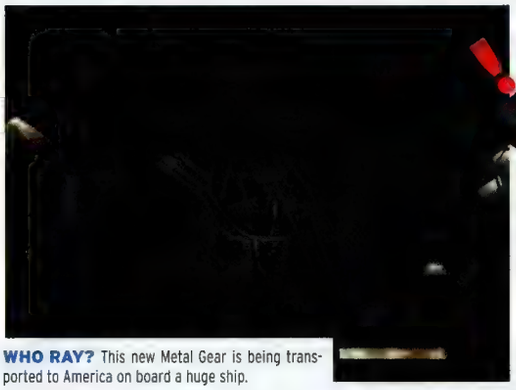


UNDER YOUR SKIN: Avoid the torches when you're doing the snake crawl – or expect the old



BUUURIIIINKKK! The result of all that sneaking about is the chance to surprise enemy soldiers

YOU SAID IT... Ray is out and about, and there's clearly only one man that can stop it...



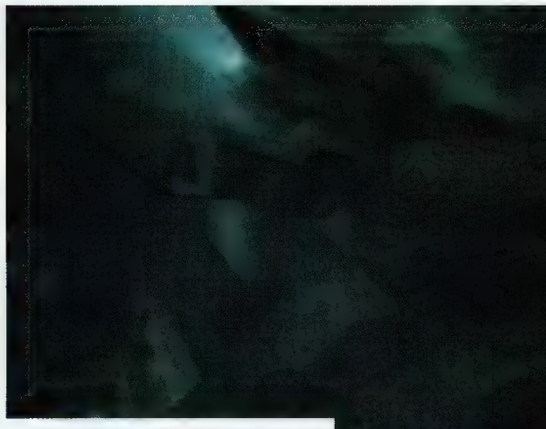
WHO RAY? This new Metal Gear is being transported to America on board a huge ship.

ANYONE FANCY A CHEEKY GEAR?

"I created Metal Gear Ray to show that ours was the strongest. The other *Metal Gears*, the *Metal Gear* clones that have emerged since the first game will be crushed by ours." Fightin' talk from Mr K!

RAY REARDON: It's been commissioned by US military forces...

RAY BAN: ... to counter the threat of Metal Gear evolution in other nations.



RAY OF LIGHT: Is Kojima hinting at the climax of *MGS2*? Does Ray go on a Godzilla-style rampage?

INFO
- **DEVELOPER** KCEJ.
- **PUBLISHER** Konami
- **GAME TYPE** Stealth Action Adventure
- **COMPLETE** 23 Percent

ANTICIPATED FEATURES
- New weapons, including tranquilizer gun.
- Kojima-san will be doing groovy things with peripherals...

Hideo Kojima is a man who wants to push all your senses when you play his new PS2 creation. "I want you to see the water falling on your face... feel cold... *smell* the water," the Director of MGS2 recently told PSM2. And what Kojima-san wants, we're sure he'll get.

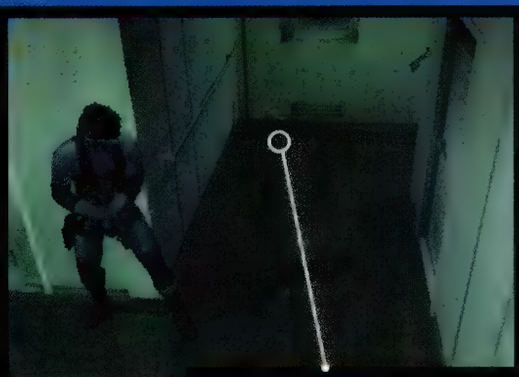
The anticipation for Konami's stealth action thriller is so huge, the 40-strong development team must feel under immense pressure. Especially when the new system they're developing for is proving very wary about revealing its secrets. But just take a look at what they've pulled out of the bag already... **PSM2**

This amazing sequel is currently scheduled for late 2001 in Japan...

SHADOW OF DEATH

"Enemies will be able to see your shadows." Brief, but to the point from Kojima-san there. PS2 is the first system that allows him to do this though...

LEGS AKIMBO: As well as seeing a filthy great shadow, you can see Snake's reflection on the lino...



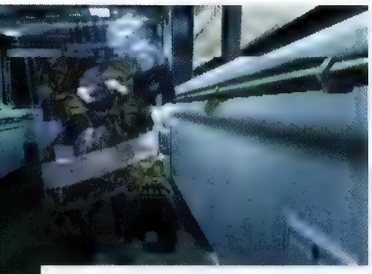
A-L-M-O-S-T THERE: You can tell when a soldier is coming – just keep an eye on that shiny floor...

THEY HUNT IN PACKS!

"One of the greatest things about this new game is that soldiers will work together as a team of four, rather than as a team of individuals." Watch out for their incredible AI...

CLEVER: Typically, two shield men will stand in front, protecting two gun men behind.

SHIELDSY: Notice the differential focusing - Snake's blurred, while the soldier's crispy-sharp.

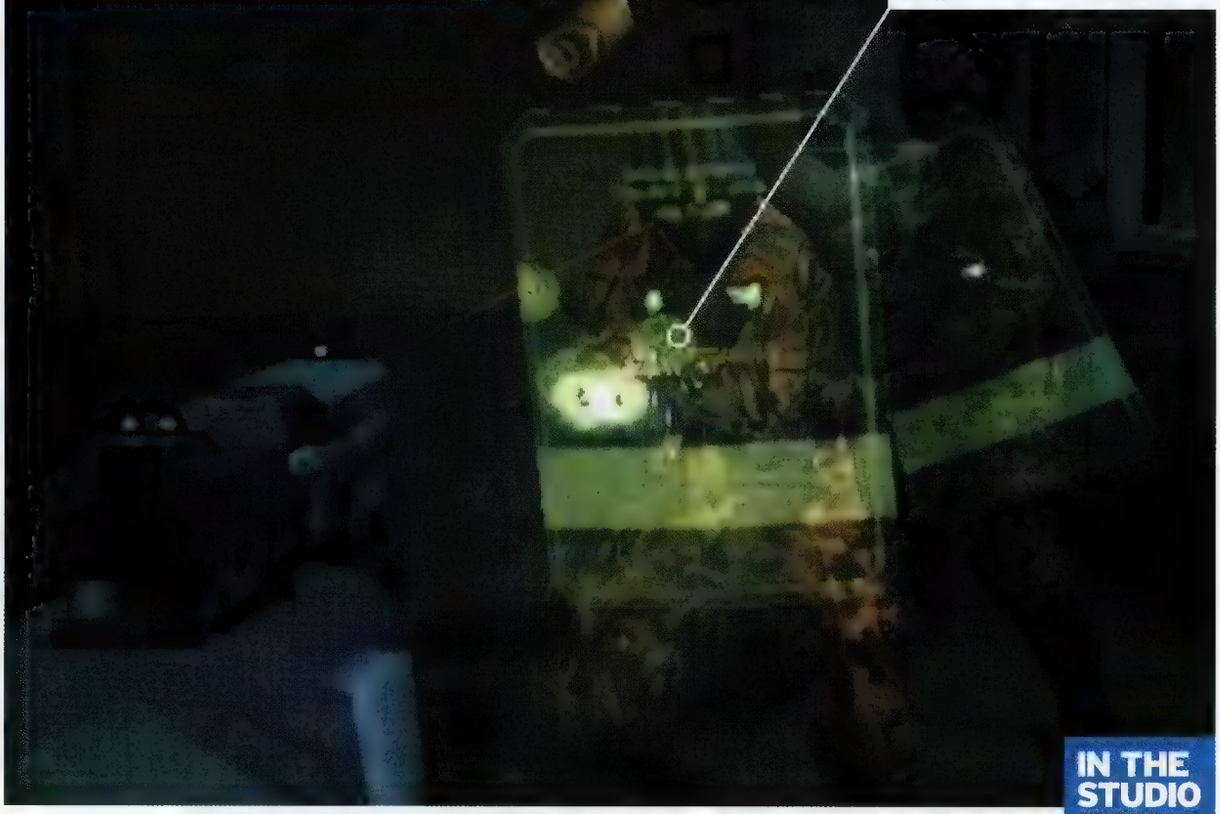


KNEE TREMBLER: You can't shoot through a shield, so you'll have to plump for a leg-shot.

LOOK AT THAT! The shell cases flying out from Snake's pistol are a great touch that you can miss...

AND THAT! ... when you first watch the game in motion. But that's not the best bit - for that you...

AND *THAT*! ... need to look at the shield and compare it to the large screen shot above. *Real* damage!



HOLE MY GOD! Keep an eye on the damage that appears on the shields - in realtime!

METAL MOVIE MAGIC!

"I have watched so many American films that there are bound to be memorable scenes that I keep inside myself..." Kojima-san who's love of cinema shines through in his games. Not only are all the titles he's worked on driven with movie-like pace, but he's also not averse to shoe-horning in movie references in a much more obvious way...

TERMINATOR? Snake isn't being beamed onto the ship - it's the rain interfering with his stealth suit.

ANY JOHN WOO FILM EVER! There's gun carnage all over the place in *MGS2*.

HALLOWEEN? Hideo freely admits that this sequence is influenced by John Carpenter's shocker.

THE MATRIX? The smearing as the knife whips past Snake's head in slow motion? Keanu would love it!

IN THE STUDIO

- **WRITER/DIRECTOR** Hideo Kojima
- **CHARACTER/MECHANICAL DESIGN** Yoji Shinkawa
- **ASSISTANT DIRECTOR** Yoshikazu Matsuhana
- **MUSIC COMPOSER** Harry Gregson-Williams
- **CG SUPERVISOR** Takashi Mizutani
- **MOTION SUPERVISOR** So Toyota
- **MILITARY ADVISOR** Motosada Mori
- **SOUND DIRECTOR** Kenji Hiroma

TEAM HISTORY

Hideo Kojima was 24 when he joined Konami in 1986 as a game planner. He has since worked on the original *Metal Gear* on MSX in 1987, *Metal Gear 2: Solid Snake*, again on MSX in 1990, and *Metal Gear Solid* on PlayStation in 1998 (amongst other titles). Harry Gregson-Williams has scored the music for *Armageddon*.

FOR MORE INFO

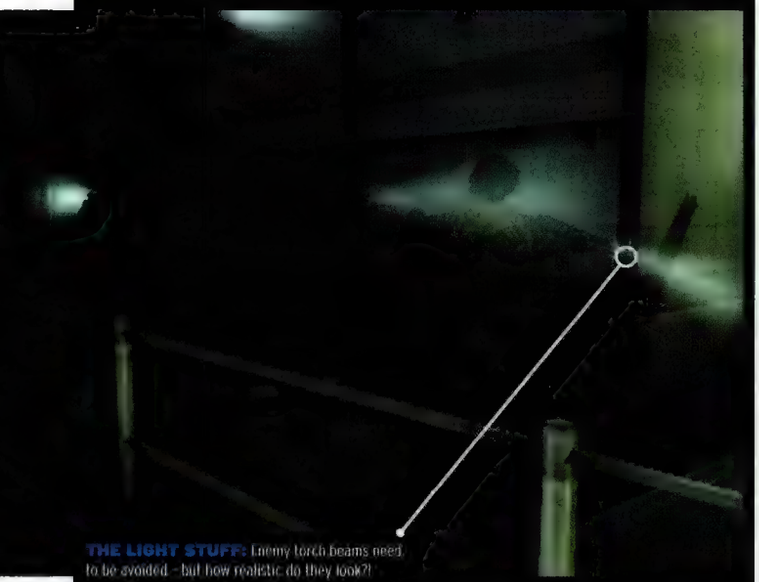
www.konami.co.jp/kcej/products/west/mgs2/english/01.html

FEEL YOUR PRESENCE!

"We've concentrated a lot on physics, the physical simulation of *Metal Gear Solid 2*: Snake's hair, his bandana, the glass breaking. In the scene on the video where Snake fights the female, you can see the flag waving and there's rain coming down – all that's affected by the direction of the wind..." *MGS2* will be more than a game – it'll be an event. Just take a look why:

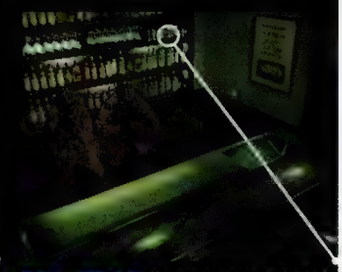
ZZz: Where you shoot soldiers with a tranquilizer determines how long it takes for them to go down!

3D SPECTACLE: The differential focusing helps immerse you in Snake's stealthy world.



THE LIGHT STUFF: Enemy torch beams need to be avoided – but how realistic do they look?!

KER-CHING! Shoot a bottle at the bottom and it'll shatter. Shoot it at the top and the top'll come off. Ace!



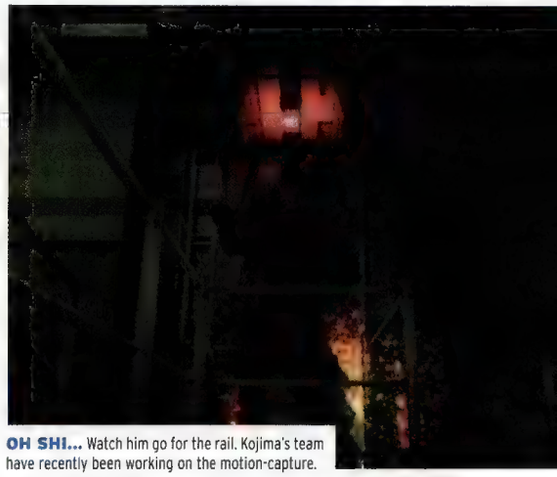
REAL WORLD: You can see every individual glass and bottle in this scene. How detailed?!

LET BATTLE COMMENCE: Even multi-level playing arenas are easy to create.

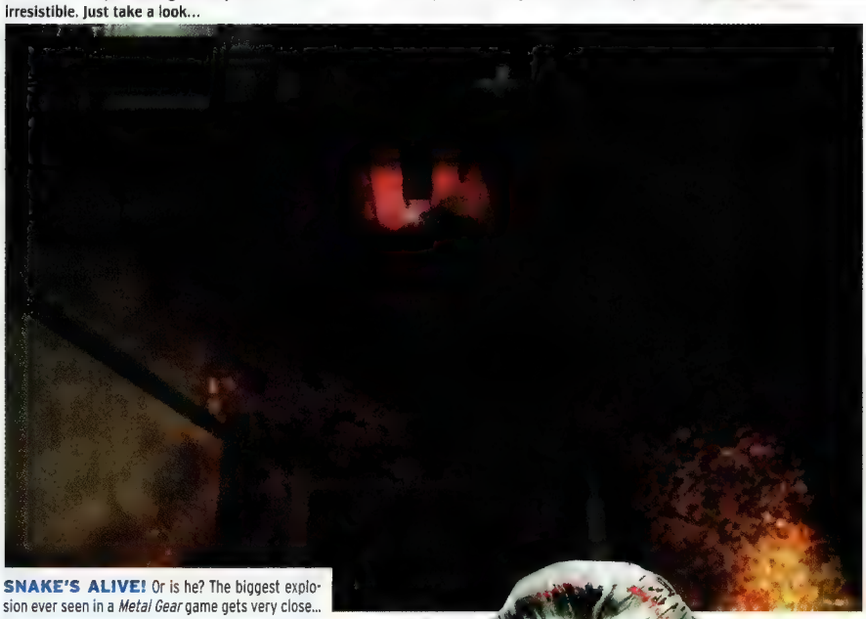
IT'S BEHIND YOU: American videogame journalists will love this - loads of fiery particles!

SHOW THE EXPLOSION!

Finally, then, to top off this issue's *MGS2* coverage, we've selected some of the best action yet seen in the game. The combination of stealth, action and fiery-hot bang-death promises to be irresistible. Just take a look...

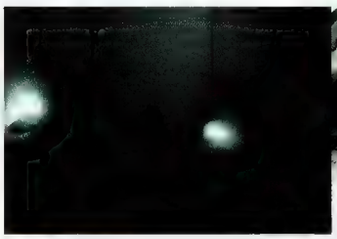


OH SHI... Watch him go for the rail. Kojima's team have recently been working on the motion-capture.



SNAKE'S ALIVE! Or is he? The biggest explosion ever seen in a *Metal Gear* game gets very close...

BANDANARAMA: See the shells on the floor and the victim flopping over the rails. Impressive.



THREE KINGS: They pose no trouble for Snake - see the goo splatter up the wall behind No.2.

GOLDENGUY: You'll be able to switch to first-person perspective at any time in the game.

REVOLVER OCELOT
ONE OF LIQUID SNAKE'S WIDE-BOYS
Surprisingly, beardy here isn't the main bad guy in *MGS2* – there might be four different powers battling it out for Metal Gear Ray...

PSM2 GUT REACTION

There's no doubting that this game has single-handedly raised the stakes – other development teams will have to re-evaluate how they're putting together their PS2 titles. Be ready. This is going to be very, very good. There's more *MGS2* action coming your way next issue, where we'll be taking you through your free video in more detail...

+ The best looking game you've ever seen. PS2 marks a new beginning...

- No playable version yet revealed outside of Konami's offices.

ON YOUR FREE PSM2 VIDEO

THE BEST-LOOKING VIDEOGAME YOU HAVE EVER SEEN!

You *will* be seriously impressed. We guarantee it. The award-winning trailer for the hugely anticipated *Metal Gear Solid 2* is something everyone who cares about gaming *must* see. And you can, courtesy of the PSM2 collector's edition stuck to this very issue. Now stop reading this... go look... PSM2

GET READY FOR IMPACT
Watch out for these [illegible] on the [illegible]

IMPACT POINT
BELOW: The Bit Where They Shoot The Lights Out...
Watch out for the steam billowing through bullet holes and the strobe flashing as gun muzzles kick into life!

IMPACT POINT
ABOVE: The Bit With The Trembling Soldier...
See Snake leap out from the shadows and shock an enemy trooper with his torch, just before kicking his arse...

IMPACT POINT
ABOVE: The Bit Where *That* Woman Shows Up...
Now just watch her cheek – arms up, eh? Surrendering, huh? Giving up? No. No, she's *lying*. But you'll see that...

READ THIS NOW

AN MGS2 OPPORTUNITY YOU CAN'T MISS...

PSM2 has got together with Konami to give you the chance to let Hideo Kojima know what features *you'd* like to see in *Metal Gear Solid 2*! Send us details of gameplay features you'd like to see implemented in the game, and PSM2 will show them to Kojima-san, getting his view on how possible they'll be to implement. What an opportunity!

- Keep your suggestions as realistic and achievable as possible.
- Be original with your ideas.
- Make sure you communicate your vision concisely.

E-mail your *MGS2* gameplay ideas by Wednesday 4 October to:
PSM2@FUTURENET.CO.UK
or send them to the usual address.
Ideas and replies will be printed in issue #05.

Video not available outside of Europe. Sorry...

IMPACT POINT

ABOVE: The Shoot-Out In The Bar...
Watch as under a hail of piping hot lead air-death, Snake dives for cover behind a... *glass* partition? No, waaaiiitt...

IMPACT POINT

ABOVE: The Bit When You Know PS2's The Future...
Get ready to hit Rewind – the way the glass here shatters into millions of piece demands repeated, *amazed* viewing.

IMPACT POINT

ABOVE: The Bit Where Snake's Shadow Moves ...
Yes, it might be a small thing, but shadows are going to form part of the gameplay experience in *MGS2*...

IMPACT POINT

ABOVE: The Bit Where Snake Leaps For His Life...
Watch him run down the corridor to escape a huge chain-reaction of explosions. Will he make it out? Of course...

MUNCH BUNCH: A world simulation as much as a platform adventure. You instruct, they behave.

EXPECTED UK MARCH 2001

ODDWORLD MUNCH'S ODDYSEE

Abe's broken free from the constraints of 2D platforming into a brave new, and *expansive*, world...

Think of the original *Abe's Oddysee* and ambitious isn't the first word that springs to mind. It was a perfectly solid platform puzzler, but seemed content to remain in the 2D realm, with challenges of the pull-lever-to-open-door variety.

It's mildly surprising, then, that *Munch's Oddysee*, technically the second in a quintology that doesn't count the *Exodus* games (it just doesn't, OK?) looks set to become one of the PS2's benchmark games.

Increased graphical power means that the characters can be drawn in detailed 3D, while the puzzles now rely on exploiting patterns of creature behaviour. Combine all that with *Oddworld*'s irreverent humour, and you've got one of the more interesting PS2 titles we've seen so far. **PSM2**

You'll be able to play Munch's Oddysee *in March...*

WELCOME TO THE REAL WORLD: All of the scenery will be interactive.

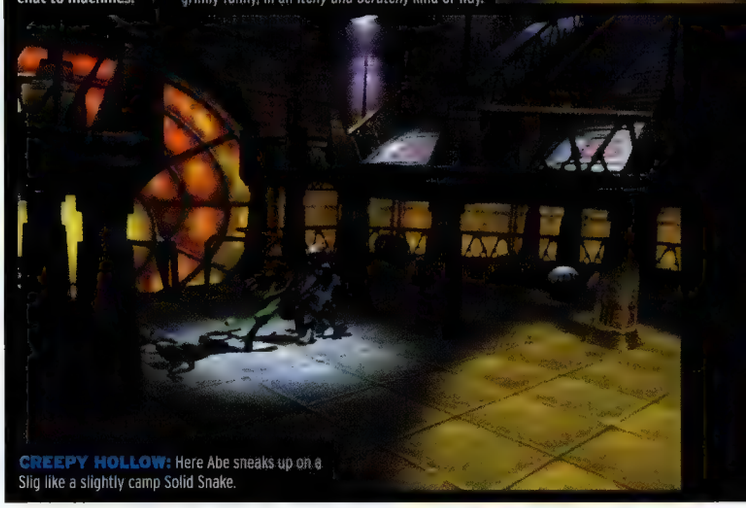
INFO
- **DEVELOPER** Oddworld Inhabitants
- **PUBLISHER** Infogrames
- **GAME TYPE** 3D Adventure
- **COMPLETE** 55 Percent

ANTICIPATED FEATURES
- Two main characters, Abe and Munch, alongside other new playable inhabitants.
- New enemies, including Vykkers and Meeties.
- Improved AI allowing more sophisticated character interaction.
- Intelligent control system that should get rid of annoying precision punishments.
- Extra disc space used to extend the speech system and create cinematic cut-scenes.

PUBLIC ENEMY

Oddworld's collection of frequently bizarre enemies has always been a major element of its appeal, and *Munch's Oddysee* keeps all of the old favourites. Those irritating bats have gone, to be replaced by herds of other stupid yet threatening creatures. The real boo-hiss element, though, is provided by the Vykkers scientists, who've already stuck a chip in Munch's head, letting him chat to machines.

LET'S DO MUNCH: The set-pieces are grimly funny, in an *Itchy and Scratchy* kind of way.



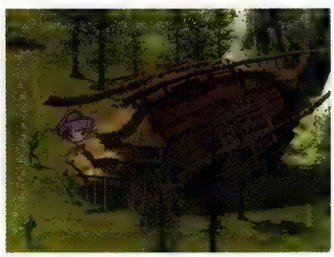
CREEPY HOLLOW: Here Abe sneaks up on a Slig like a slightly camp Solid Snake.

FOR THE LOVE OF ODD!

PS2 seems to be giving birth to a new breed of games which are more like God simulations than structured quests, giving the player a little self-contained universe to mess about in. *Oddworld* is no different – all of its creatures have lifecycles, and their behaviour can be conditioned by the player.

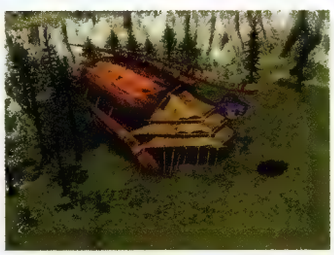
BASIC INSTINCTS: Advanced AI means that creatures will react emotionally to certain events.

ARTIFICIAL STUPIDITY: If you leave them to it, the Inhabitants will do their own thing.



DO AS I SAY, NOT AS I DO: The puzzles will involve manipulating and nurturing other species.

GOT WOOD? Shortages of natural resources will manifest themselves in creatures' behaviour.

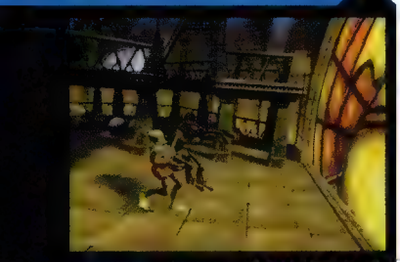


SPEAKING IN TONGUES: The Gamespeak system has been greatly expanded.

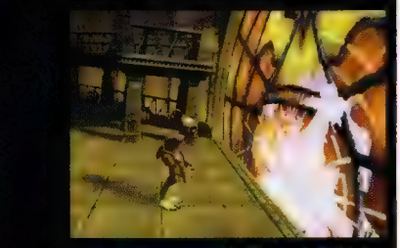
COFFEE TO GO: Power-ups are classic *Oddworld*-drink espresso - go crazy ape-speed-up bonkers.

ODDWORLD: MUNCH'S ODDYSEE

"CAR REFLECTIONS SO DETAILED YOU'LL SWEAR YOU SAW YOUR OWN FACE IN THE FENDER"



MONSTER MUNCH: He picks him up and, oblivious to his gurgling entreaties...



WINDOW PAIN: Slings him through the window with unsettling nonchalance...

FALLING DOWN: And watches him plummet to the ground in full on *DOA 2*-o-vision.

IN THE STUDIO

- **PRESIDENT** Lorne Lanning
- **SENIOR PRODUCTION DESIGNER** Farzad Varahramyan
- **GAME TYPE** 3D Adventure
- **COMPLETE** 70 Percent
- **GAME TYPE** 3D Adventure

TEAM HISTORY

Lorne Lanning made the move from Hollywood to work on the likes of *Abe's Oddysee* and *Abe's Exodus*. Find out more about the man behind all the oddness on page 126 of this very mag.

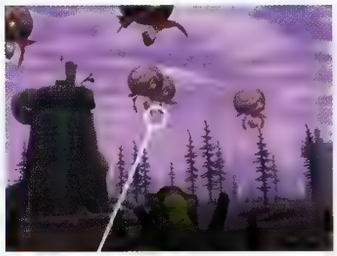
FOR MORE INFO

www.oddworld-munchs.com Alternatively, just turn to pg 126 of this issue to hear Lorne Lanning speaks.

LAB RAT: Munch starts the game in an animal research centre, with no idea why he's there.

DIFFERENT SEASONS

One of the game's more dramatic effects comes in the sudden, dramatic shifts between seasons. Birds stop chirping, the sun's suddenly obscured by clouds, and you can almost feel the chill in the air. Equally impressive is the way sunlight filters through stained glass windows.

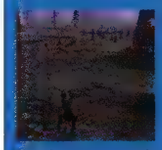


MEET THE MEETLES: The Sligs are enemies of the Meetles, and... look, just watch the effects.

AIR RAID: The same scene - but at night. Searchlights. *Mmm...*

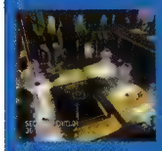
ABE-Y BABY

Of course, pretty graphics aren't any good if they give you motion sickness. Watch...



STEADY CAM: The camera nods back as you move...

REFLEX LENS: Then zooms in to a comfortable viewpoint.



LI'L BROTHER: Spy on the Sligs with a security camera.

ABE EYE VIEW: You can even switch to a first-person view.

SCENE IT ALL: You'll be able to control the camera and see what everyone's up to...

VIAGRA FALLS

The landscapes, waterfalls and water effects are certainly enough to arouse even the most ardent of platform adventure haters. And it all changes through the seasons too. Perfectionists – rare but good.

ISLANDS IN THE STREAM: Reflections and shimmer are fast becoming the PS2 standard, but they're undeniably fine eye-candy.

ABE

ODDWORLD'S UGLY-LOOKIN' SPUD

Returning from the first two games, Abe kidnaps Munch at the start of the latest installment, and it isn't initially clear why. This is clearlythe beginning of a very uneasy friendship...

PSM2 GUT REACTION

Munch's Oddysee looks like a game you could get lost in. It's full of lovingly conceived creatures and environments, accompanied by plenty of inventive humour. More importantly, Oddworld inhabitants are using the Emotion Engine to create a truly immersing world. We are intrigued.

+ A game, but also an experience. Plenty of replay value.

- As an RPG-platform-God sim, it may be spreading itself a bit thin.

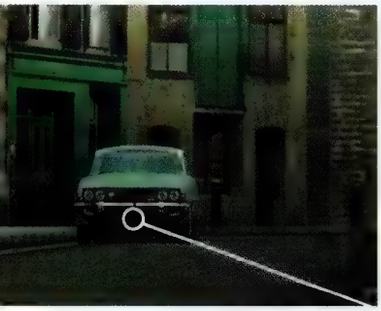
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

THE VIRTUAL SMOKE

Team Soho are, even as you read, painstakingly recreating 50 square kilometres of the centre of London, from Kensington Palace to The Tower of London (including both Sony's and Team Soho's UK headquarters). Virtually pop into their offices and check on the progress of *The Getaway 2*?

RAY OF LIGHT: Just up the road from Team Soho's HQ. They never go in though. Ooh no. Never.



THE OIRISH ROVER: Even the dingiest back streets have been lovingly recreated.

OLD LONDON TAHN: Just the pick-pockets to add for that genuine London experience.

EXPECTED UK LATE 2001

THE GETAWAY

Mixing *Driver 2* and *Grand Theft Auto* with *Lock Stock...* and *The Long Good Friday* comes PS2's most ambitious title to date – that's the good news. The bad news? It's due Xmas 2001.

Easily the most graphically impressive while at the same time cynic-pleasingly unbelievable PlayStation 2 title unveiled yet is the London-based, super-real, East End gangster driving adventure – *The Getaway*.

You'll play as both a professional criminal, laughably called Charlie Jolson, and an embittered cop, travelling on foot and by car through central London in an effort to free a kidnapped boy from the most feared man in organised crime. Like you do.

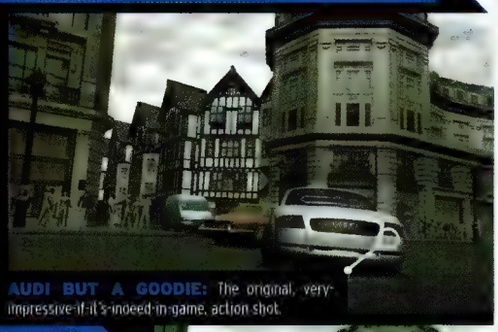
Only the screens printed here have been shown to date, but both a Hollywood art director and screenwriter are currently on board to ensure you'll get a truly cinematic gaming experience.

Locked in a battle to truly test our patience with Metal Gear Solid 2, *The Getaway is tentatively scheduled for a late 2001 debut (so, March 2002 then).* PSM2

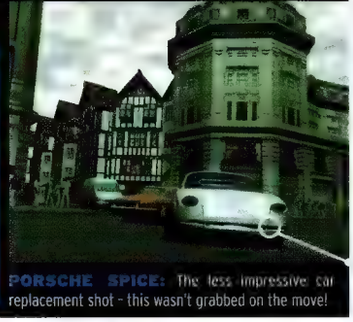
CAUGHT BY THE FUZZ: Half of the game sees you taking on the role of a police detective.

REAL IN-GAME SHOTS?

In an odd turn of events, the first batch of shots PSM2 received from Team Soho feature what looks suspiciously like an Audi TT. Soon after we received the same shots with the Audi-esque vehicle replaced with a Porsche-type motah. Do we smell licensing problems? Are these really in-game shots?



AUDI BUT A GOODIE: The original, very-impressive-if-it's-indeed-in-game, action shot.



PORSCHE SPICE: The less impressive car replacement shot - this wasn't grabbed on the move!

PSM2 GUT REACTION

While we're never afraid to get enthusiastic about titles that arouse, we do fear needless hype, and much as we simply can't wait to see *The Getaway* in action, we'll reserve judgement until then. Oh bugger it, this could be the PS2's killer app for Xmas 2001! It's got that spark of originality that's sadly lacking in the launch line-up. Take your time Team Soho, do a Konami and only release this potential gem when you're 100% happy with it. To hell with deadlines!

+ Christ alive! Has there ever been such a potentially ground-breaking driver? On paper, this comes close to matching *MGS2* in terms of PSM2's level of anticipation.

- Too good to be true? Even if the visuals match these, will the team have built in enough time to create an equal gaming experience?

INFO

- DEVELOPER: Team Soho
- PUBLISHER: SCEE
- GAME TYPE: Driving
- COMPLETE: 20 Percent

ANTICIPATED FEATURES

- 24 missions (12 per character).
- Over 50 playable cars, all based on real models.
- Evolving environments. Smashed up buildings stay smashed or are being repaired when you revisit.
- Any car can be taken anywhere at any time.

INFO
- **DEVELOPER** Epic Megagames
- **PUBLISHER** Infogrames
- **GAME TYPE** First-person Shooting
- **COMPLETE** 88 Percent

ANTICIPATED FEATURES
- 50 levels set in pirate galleons, monasteries and spaceships.
- Play modes including Deathmatch, Capture the Flag, Team Deathmatch, Domination and Assault.

EN GUARDE: Domination involves protecting things, which is much less fun than shooting people.

EXPECTED UK NOVEMBER

UNREAL TOURNAMENT

Too weak with principle to settle your difference of opinion in a car-park, in the time honoured tradition? Get *Unreal*, drag 'round three dissenters and frag 'em.

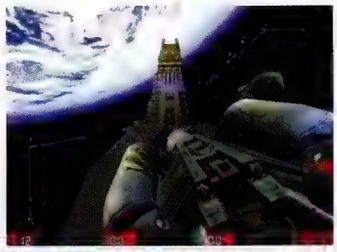
The plot's pure *Running Man*. Sinister mega-global corporation... bloodthirsty public... televised deathmatches... pfft. But, underneath *Unreal Tournament*'s stupid exterior lurks a kind of genius. In fact, with its frighteningly complex artificial intelligence, ingeniously designed levels, well-engineered game physics and some lovely splatter effects, there's a strong case to be made for *UT* being – good Lord – better than *Quake 3* on the PC.

Unlike *TimeSplitters*, it's solely devoted to mano-a-mano combat, with a few extra game modes to spice up the deathmatch action, as well as arenas featuring low gravity and gloriously sadistic booby-trapped areas. The PS2 version will offer several new levels, a split screen mode, and, hopefully, an unhealthy amount of mindless carnage. **PSM2**

Unreal Tournament should be out at launch in the US, so expect to be able to pick it up in the UK come November. There's still a chance it could slip 'til after Xmas though...

CHOOSE YOUR WEAPONS

Turn Johnny Badman into fine red mist with a hail of red-hot shrapnel, run rampant with matching handguns or accidentally behead yourself with the ricocheting razor discs. To stand any chance in a serious Deathmatch, you need to be proficient with every weapon, and each is fun in its own special way.



LETHAL WEAPON: The Redeemer lets you remote-pilot a small nuclear warhead.

JFK DAY: Get head shots with the sniper rifle, and a booming voice congratulates you. Disturbing.

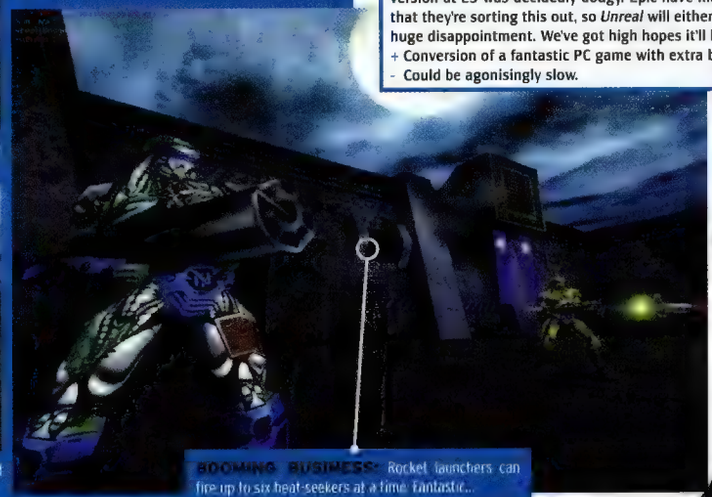
CALLING THE SHOTS: Team-mates scream for help, just like in 'Nam.

AGGRAVATED ASSAULT

Epic's best innovation is Assault, which lets you and your gang of hardnuts rampage through fortresses, ships and bunkers securing objectives and blowing things up. Operation Overlord is easily the best mission, a barbed wire-hurdling, mortar-dodging bloodbath strongly reminiscent of *Saving Private Ryan*.

SHIP, WRECKED: The galleon. Looks very pretty, plays like a swine.

CELEBRITY SKINS: Epic seem to have added some new body textures for the PS2 edition.



BOOMING BUSINESS: Rocket launchers can fire up to six heat-seekers at a time. Fantastic...

PSM2 GUT REACTION

USB keyboard and mouse compatibility should keep purists happy with the controls, and murmurs about the possibility of playing against Networked PCs are promising stuff. The addition of a four-player split-screen mode sets *Unreal* squarely up against *TimeSplitters* for post-pub action, and even without it, *Unreal*'s uncanny intelligence makes it a rip-roaring solo play. However, it's always needed a ferociously beefy PC to run at anything like tolerable speed, and the frame rate on the PS2 version at E3 was decidedly dodgy. Epic have made frantic reassurances that they're sorting this out, so *Unreal* will either be an essential buy or a huge disappointment. We've got high hopes it'll be the former.

+ Conversion of a fantastic PC game with extra bits.
- Could be agonisingly slow.

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

SHINY HAPPY VEHICLES: At times, the graphics are almost too pristine to be realistic.

EXPECTED UK JANUARY 2001

GT2000

Stunningly streamlined and as fast as a well-oiled piglet, this is the game that hardcore racing fans are waiting for. And it looks like that wait will certainly be worth it...

There's no fog. That's the first thing that hits you about *GT2000*. After the slightly disappointing *Ridge Racer 5*, rushing headlong through city streets where you can see every detail for miles ahead is a refreshing change, and catching a glimpse of the sun over the skyline is an absolute revelation.

GT2000 has all the potential to be one of the best games available on the PS2 over the next year. But does it have the brains to match its looks? Take a closer look... **PSM2**

A late January launch looks likely this premiere PS2 title.

MIRROR SHADES: Environment mapping means you can see surfaces reflected on the car.

THE HOTTEST CARS

"In *GT1* developers could create a car in one day," points out Producer, Kazunori Yamauchi. "In *GT2000* it takes two weeks." This might present a problem in terms of how many cars can be included, but the ones that are there look gorgeous.

POLYGON MENTAL: Polyphony have been pursuing the Corvette and Camero 2000 editions.

WINNING FORMULA: Their version has an F1 car, but it may not make it into the game.

TOPLESS DRIVING: There's even talk of including convertibles.

GRAN TURISMO 2000

INFO

- **DEVELOPER** Polyphony Digital
- **PUBLISHER** SCEE
- **GAME TYPE** Driving
- **COMPLETE** 50 Percent

ANTICIPATED FEATURES

- Enhanced AI – other cars will try to get revenge if rammed.
- Variable weather and times of day on each track.
- Between five and ten cars per territory (US, Japan and Europe).
- Improved drag racing mode.

THE NEED FOR SPEED

In the unlikely event of everything else going horribly wrong, GT2000 will still play like a polished, hypercharged version of GT2. Polyphony Digital are having themselves a time with the PS2's capacity for enhancements, as you can see...

FULL FRONTAL: Each car is made up of between 2000 and 4000 polygons.

SPARKING MAD: The texture resolution is 10 times more detailed than the first GT's.

SPARKING MAD: The rendering engine can push 20 million polys a second.

SPARKING MAD: ...and the frame rate's gone up from 30 to 60fps.

ROAD RAGE

With the graphics and physics sorted, Polyphony can turn their attention to the one area which they feel can be improved – artificial intelligence. Sony's Phil Harrison claims that your opponents will soon be able to remember how you've treated them in previous laps – from risky overtaking to a full-on sideswipe – and respond appropriately. Shame they can't swear at you...

RECKLESS ENDANGERMENT: While it may be tempting to give opponents a nudge...

REVENGE DRIVEN: ... They *will* remember. And they'll get you.

INTERIOR DESIGN: There's even been talk of visible drivers and dashboards. Marvellous.

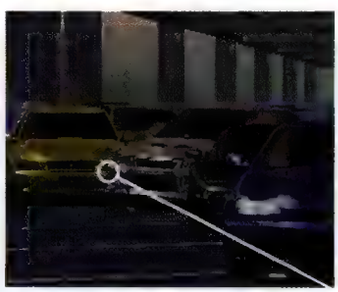
IN THE STUDIO

PRODUCER
Kazunori Yamauchi

TEAM HISTORY
The majority of the development team have worked on the previous *GT* titles – such as *GT2*'s Course Designer Takushi Yokouchi and Lead Programmer Akihito Ten.

FOR MORE INFO
www.polyphony.co.jp

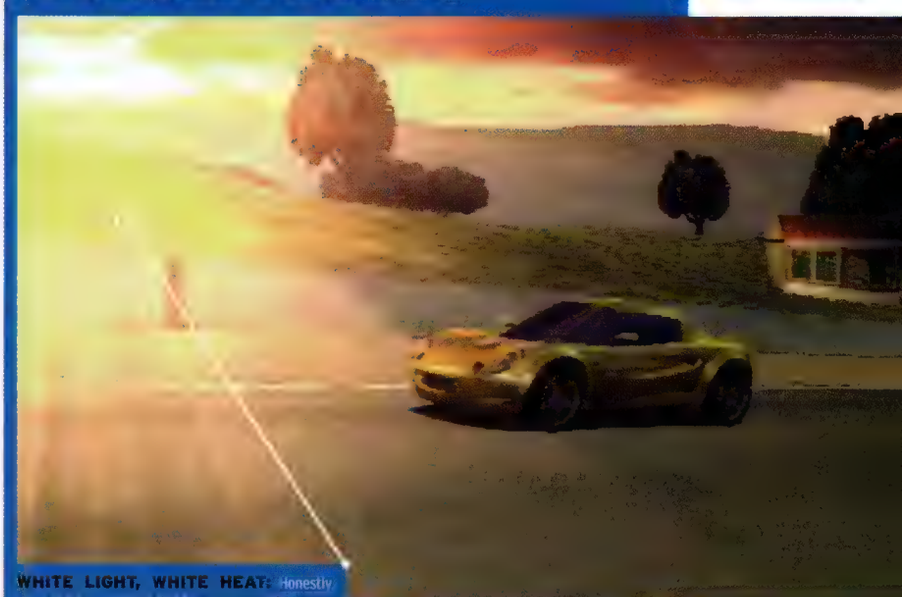
TURNING CIRCLE: There's always a chance to bundle into the opposition round the bends.



CRASH TEST: The improved collision detection is noticeable, although the cars still feel springy.

SUMMER SUN

As sun glare goes, *GT2000*'s is the best so far on PS2, and better yet, actually adds a new element to the gameplay. Drive through the pleasant shade, tear around a corner, get blinded by the sudden, harsh light, then slam into a wall. Just like in real life.



WHITE LIGHT, WHITE HEAT: Honestly you can't appreciate it just from a screenshot.

SUN SCREEN: When you round a corner, you can almost feel the UV on your face.

CLOSE ENCOUNTERS: [illegible] 22 bhp of it – has never looked better...

WHAT'S THE DAMAGE?

Those favouring *Destruction Derby*-style antics will be disappointed to hear that while US car manufacturers have no problem with seeing their delicate works of engineering smashed to bits, Japanese and European designers have their reservations. Still, there are other ways to suggest damage, and the team are looking into including indicators such as smoke, car leaning, bad handling and even flat tyres.

BURNING RUBBER: So far, all you can see is tire smoke from vicious skidding. Nice, though.

COMING SOON

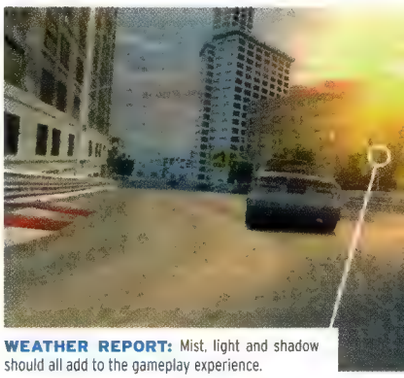
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

LIKE A BULLITT: Impersonate Steve McQueen over the hills in your £50,00 Nissan Skyline.

CROWD CONTROL: Some hi-res textures, including spectators, have yet to be implemented.

HIGHWAY CODE

Polyphony have created their own rendering engine to deal with *GT2000*'s data creation needs. As for the problems with anti-aliasing, the team say that it's actually pretty easy – the problems only arise with the side-effects, such as blurring. From the look of the game, however, this hasn't presented any major problems.



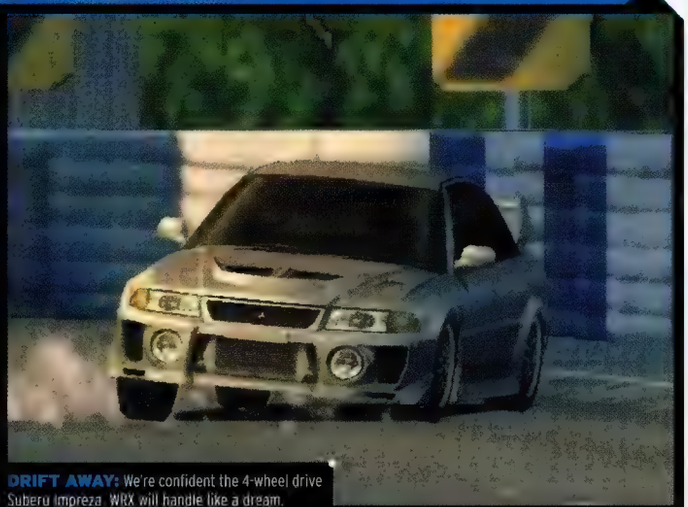
WEATHER REPORT: Mist, light and shadow should all add to the gameplay experience.

GT3?

■ *GT2000* is a radical upgrade of *GT2*, rather than a totally new game. Yamauchi refuses to be drawn on whether any future installments might feature a new physics model or on-line capabilities, but *GT3* currently looks to be at least three years away...

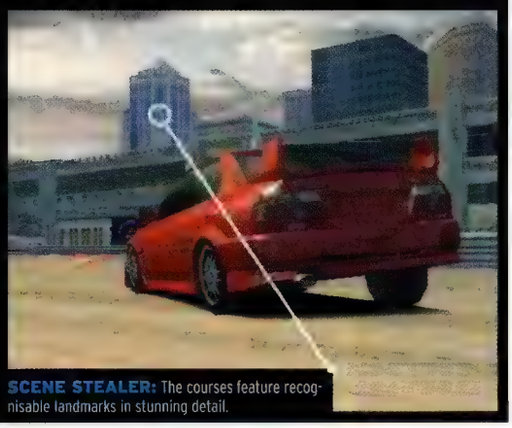
FEEL THE SUSPENSE

The frame rate has gone up from 30 to 60 fps, something which Yamauchi says has assisted him in fine-tuning the suspension, tyre performance and general handling – particularly in terms of giving the player all-important feedback. As to how this works, we're unsure (the vibration wasn't working on our early version), but a bit of practice lets you steer out of a dramatic skid with virtually no time lost.



DRIFT AWAY: We're confident the 4-wheel drive Subaru Impreza WRX will handle like a dream.

DOWN SHE GOES: You *can* veer onto two wheels, but you have to make the effort.



SCENE STEALER: The courses feature recognisable landmarks in stunning detail.

FOUR WAY RACING

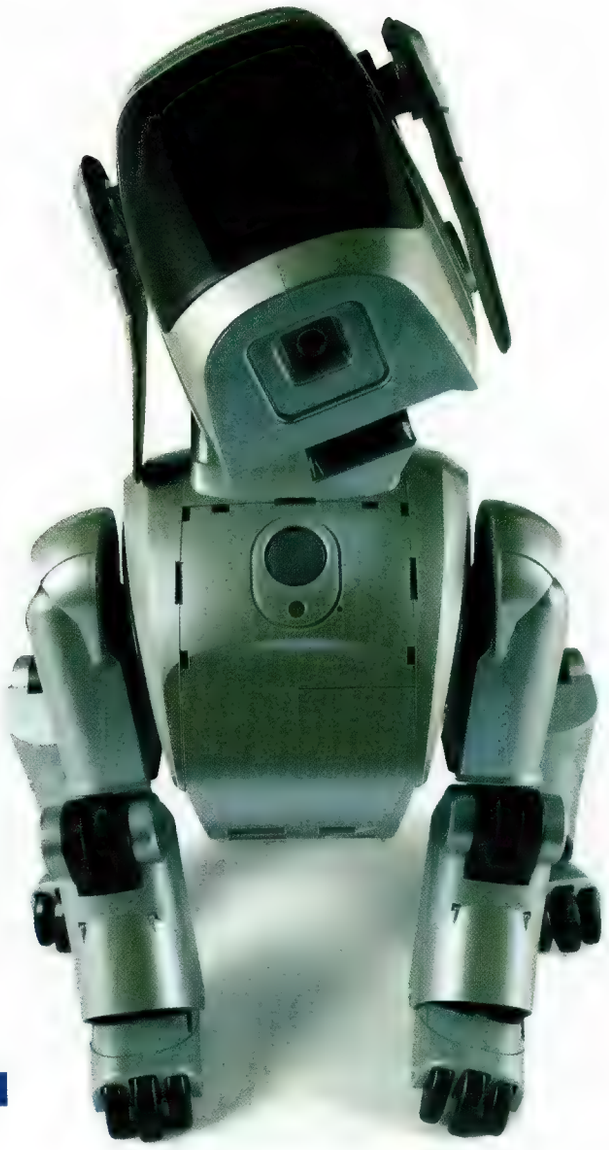
Improved AI is all very well, but naturally you'll be wanting to smash into your mates. The good news, then, is that a four-way multi-player mode is a possibility – as is i-link networking – dependent on time constraints. Unfortunately, there aren't any Internet link-up plans for *GT2000*. Although, in all honesty, if they can't hear you laugh as you barrel past there's no point anyway.

FOUR PLAY: After all, it's so much more satisfying to overtake people who care...

PSM2 GUT REACTION

There's no more exhilarating feeling than driving through a heavily built-up area at speeds in excess of 200 mph, and *GT2000*'s combination of awe-inspiring scenery and sleek cars make it the game to show off the abilities of PS2. Whether or not it'll just be a prettified version of *GT2* is more debatable. However, an awful lot of the promised innovations are reliant on the team having enough time to implement them. A rushed launch could lead to a potentially incredible game just being very good. Which is why it's been delayed 'til January at least...

+ Already astounding graphics moving at a slick rate, potentially very impressive computer intelligence.
- Unlikely to sway diehard *GT*-haters, as it's fundamentally an improved *GT2* (although improved in every area).



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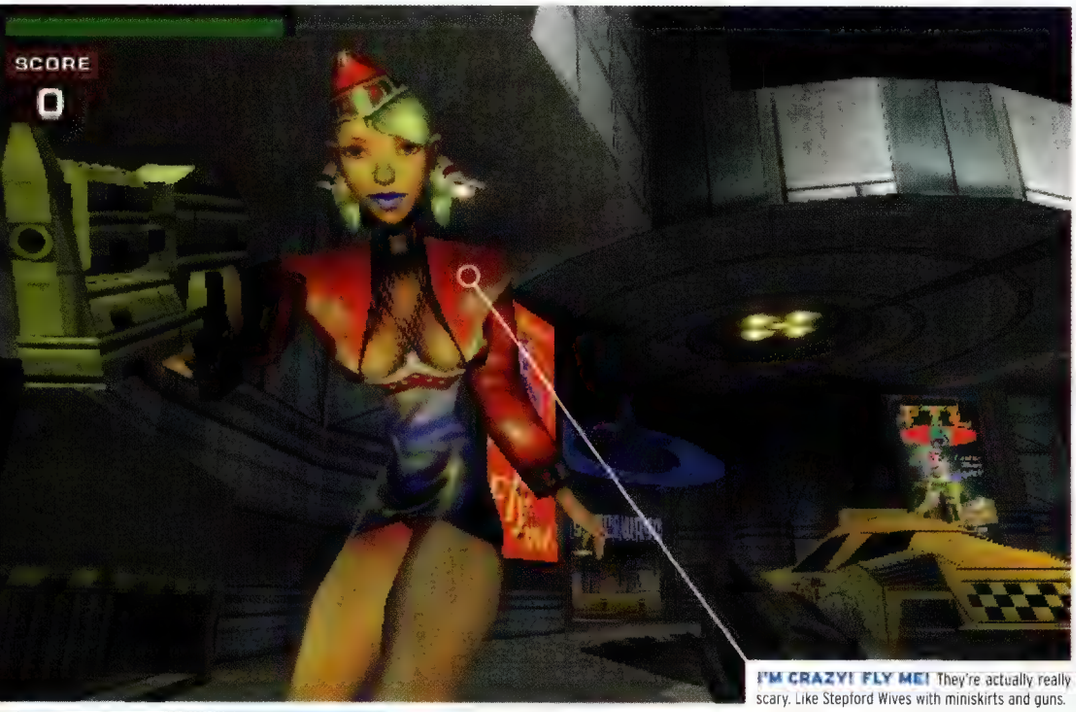
DEATH WITH A SMILE!

With bad guys ranging from deranged android air hostesses to (presumably) inbred yokel villagers, *TimeSplitters* is clearly keeping the emphasis on tongue-in-cheek, stylised humour as well as route one carnage. The vast range of playable characters are no different – try to avoid sniggering at your opponent's *Starsky and Hutch*-style flares and afro while he riddles you with bullets like a homicidal extra from the Beastie's *Sabotage* video.

YEE-HAH: Zombie hillbillies - twice the drool and more cannibalistic. Kill them. Kill them AAAALLLLLL!

YOU GOT A PURTY MOUTH: It's a bit like *Deliverance*, but without the frenzied banjo plucking.



I'M CRAZY! FLY ME! They're actually really scary. Like Stepford Wives with miniskirts and guns.

SCHLOCK HORROR

Rather than have you endlessly wandering around abandoned space stations and underground research facilities, *'Splitters* shows its B-Movie influences with ancient Egyptian tombs and Chinatown streets to wander round, giving you every opportunity to utilise the expansive arsenal to merrily exterminate everything from aliens and fanatic cultists as you go.

WALK LIKE AN EGYPTIAN: Note the impressive facial detail on the goateed villains.

HEROIC BLOODSHED: Pretend you're Chow Yun Fat with realistically sparking weapons.

EXPECTED UK LAUNCH DAY!

TIMESPLITTERS

Back to basics with all the staples of the first-person shooter – and guns. Lots of beautiful guns.

Although most of the publicity surrounding *TimeSplitters* is likely to centre on the past achievements of its creators – *Perfect Dark* and *GoldenEye* being the most notable – neither game really captures the spirit and tone of what they're aiming for this time around.

In style, *TimeSplitters* is intentionally closer to *Doom* than anything after it – simple puzzles, huge amounts of bad guys on screen and furious, testosterone-fuelled action. Crucially, though, they're also incorporating a split-screen, four-player Deathmatch mode and a map generator, which makes *'Splitters* potentially the most interesting non-franchise launch title. **PSM2**

Free Radical Design were on target for an October 26th release, so 'Splitters should be out at launch.

ROBOT WARS: The sci-fi level looks great. Claustrophobic, fast, and tooth-rattlingly violent.

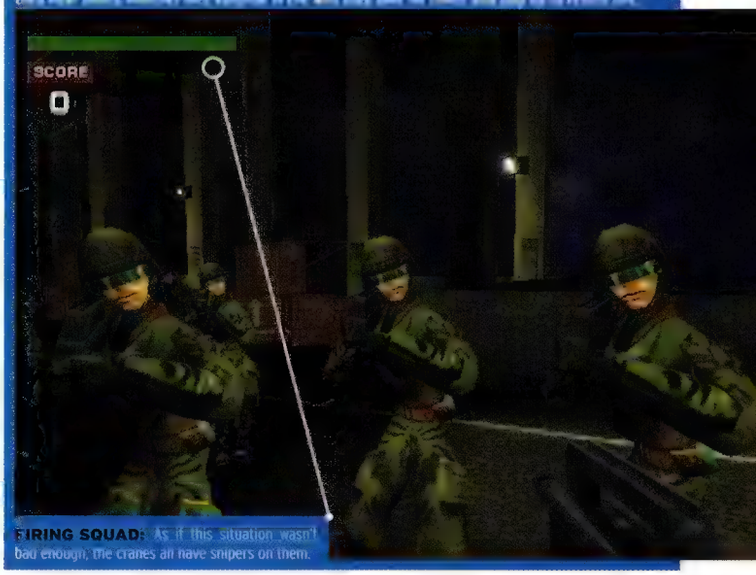
HAUNTED HILL: Other levels are a bit too large and sprawling for Deathmatches. Atmospheric, though.

INFO
- **DEVELOPER** Free Radical Design Ltd
- **PUBLISHER** Eidos
- **GAME TYPE** First-person Shooting
- **COMPLETE** 77 Percent

ANTICIPATED FEATURES
- Four-player split-screen mode.
- Around 60 characters.
- 18 arenas
- Level Editor

DUCK AND COVER

Not only do the soldier bad guys snipe at and gang up on you, but they'll patrol up and down until they hear shots, dustbin men surprise in the wee hours, dive the streets and gang up on others first.



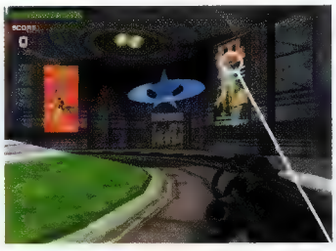
FIRING SQUAD: As if this situation wasn't bad enough, the cranes all have snipers on them.

VIOLENT TENDENCIES: Horrendously destructive weapons are, thankfully, plentiful.

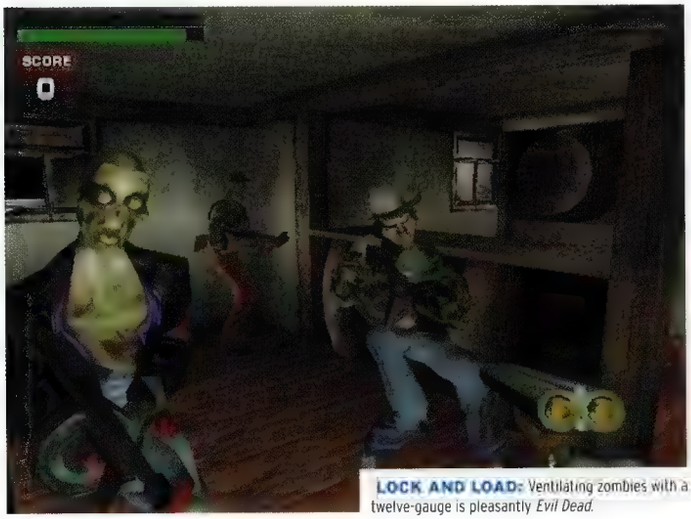
GUNS 'N' AMMO

Up to 20 time-specific weapons are promised. Dynamite is always fun, shotguns are nice for crowded areas, and the sci-fi energy weapons are some of the most devastating we've seen.

OUT WITH A BANG: Dynamite frequently kills the person throwing it. Swings and roundabouts, eh?



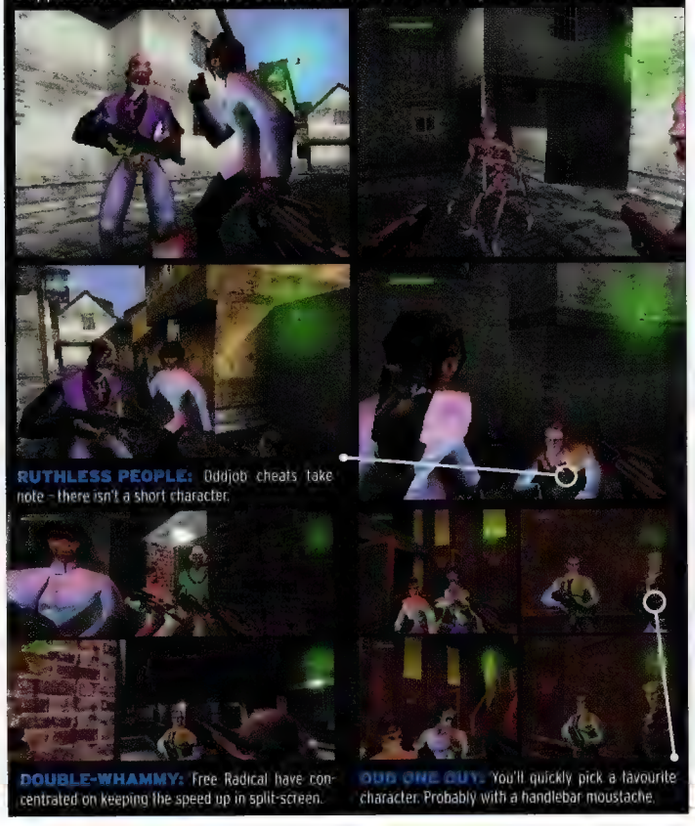
FUTURE PERFECT: The posters in the Spaceport are entertainingly detailed.



LOCK AND LOAD: Ventilating zombies with a twelve-gauge is pleasantly *Evil Dead*.

NUMBER 4 WITH A BULLET

***GoldenEye* was a fine game, but what made it essential was its four-player option. *TimeSplitters*' only problem in this respect may be Sony's failure to include a MultiTap as standard with the PS2.**



RUTHLESS PEOPLE: Oddjob cheats take note – there isn't a short character.

DOUBLE-WHAMMY: Free Radical have concentrated on keeping the speed up in split-screen.

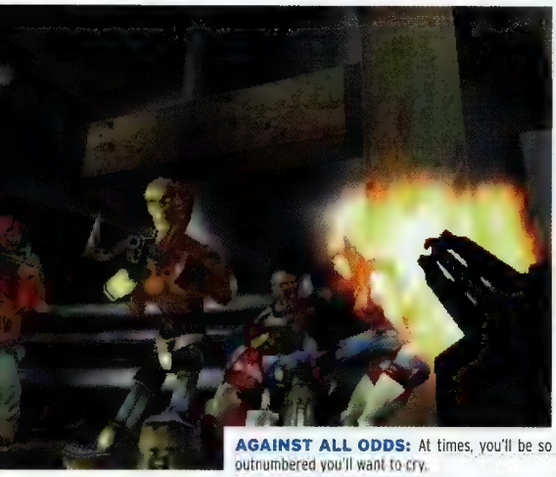
ODD ONE OUT. You'll quickly pick a favourite character. Probably with a handlebar moustache.

CAPTURE THE BAG!

For a bit of novelty amidst all the mindless killing, a variety of different game modes are on offer, from favourites such as Team Game, Flag Tag and Last Man Standing to the more imaginative Escort the Assassin and Capture the Bag. Run around with a large bag while trying not to get shot. Similar to being in the army.

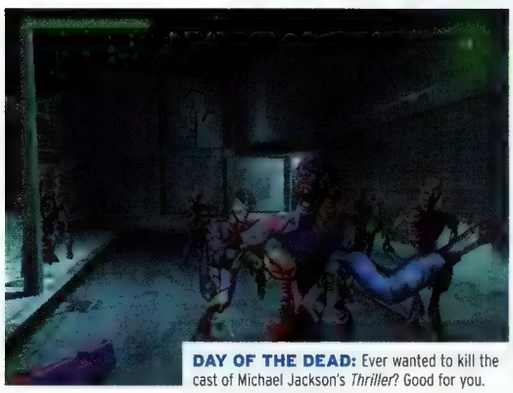
IF I COULD TURN BACK TIME

As with the classics of the 'Oh, shit! Loads of monsters!' genre (*Doom* and *Quake* being the obvious choices), *TimeSplitters* is thin on story and heavy on action. The plot isn't immediately obvious, but takes place on levels at five-year intervals from 1935 to 2035. As for the *TimeSplitters*, they just seem to crawl around and make a nuisance of themselves. Don't expect any complex mission objectives, either – escaping, recovering objects or simply blowing stuff up until you find the exit seems to be the order of the day.

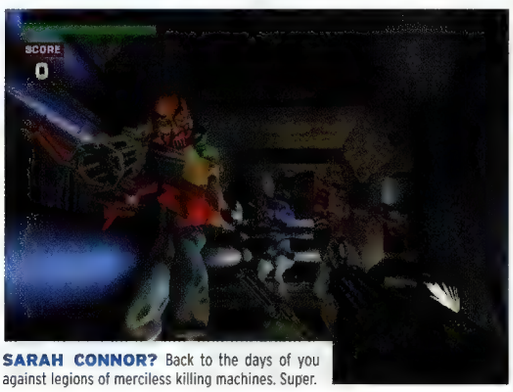


AGAINST ALL ODDS: At times, you'll be so outnumbered you'll want to cry.

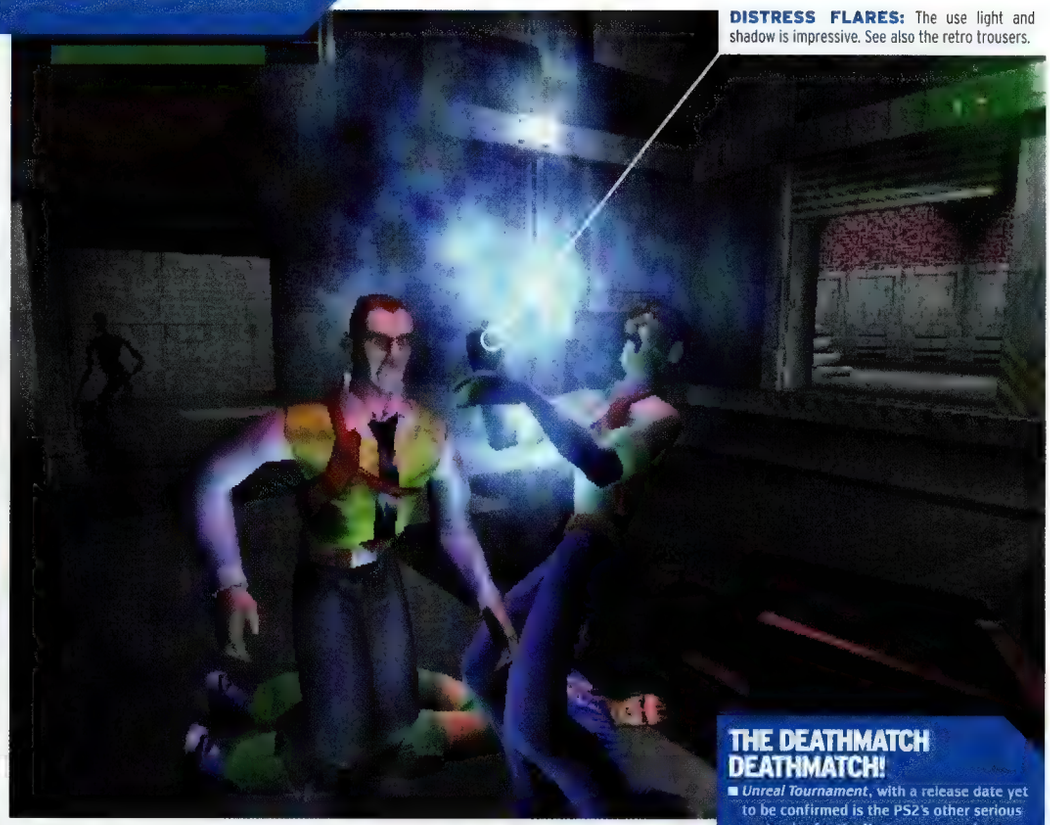
FRY, BROTHER, FRY: Actually, as energy weapons go, *TimeSplitters'* are pretty impressive.



DAY OF THE DEAD: Ever wanted to kill the cast of Michael Jackson's *Thriller*? Good for you.



SARAH CONNOR? Back to the days of you against legions of merciless killing machines. Super.



DISTRESS FLARES: The use light and shadow is impressive. See also the retro trousers.

MAY I PRESENT: There's something incredibly sinister about Hitchcock lookalikes with bazookas.

MOODY HUES: The level's aren't very interactive, but the lighting and architecture's nice.

THE DEATHMATCH DEATHMATCH!

■ *Unreal Tournament*, with a release date yet to be confirmed is the PS2's other serious contender for the first-person mayhem title. On the PC, it's tremendous – the excellent selection of weapons, frantic action and 'Assault' mode make it arguably better than *Quake 3*. That said, the version at E3 was rather juddery (something that will be rectified), and the split-screen mode may only support two players.

GUN CONTROL: Enticingly, you should be able to use the gun emplacements against your enemies.

DAVE DOAK

Dave Doak is a name that ought to be familiar to any serious fan of first-person mayhem. As one of the team behind *GoldenEye*, he even put in an appearance in the game as Dr Doak. With a fine pedigree for the head of design on *TimeSplitters*, we got his thoughts on the game.

WHAT CONTROL OPTIONS DO YOU INTEND TO OFFER IN THE FINISHED VERSION, AND IS SOME FORM OF MOUSE CONTROL A POSSIBILITY?

There will be a selection of preset options but players will also be able to completely customise the controls and then save out their profile to the memory card.

We have no plans to support USB mouse or keyboard.

HOW DIFFICULT DO YOU ANTICIPATE THE GAME BEING, AND WHAT WILL IT OFFER IN TERMS OF UNLOCKABLE SECRETS? HOW LONG DO YOU EXPECT IT TO TAKE TO COMPLETE THE SINGLE-PLAYER MODE?

The game will cater for all abilities ranging from beginner to hardcore. Progress through the single player game will unlock new multi-player levels and characters.

The single player mode should be relatively easy to complete on the lower difficulties – we feel that it is unfair to unreasonably withhold parts of the game just because the player is inexperienced.

For seasoned veterans there will be challenges which are very difficult.

HOW MANY WEAPONS/ENEMIES WILL THE FINISHED VERSION OFFER, AND HOW DO YOU INTEND TO MAKE THEM RECOGNISABLY DIFFERENT? WILL THE PLAYABLE CHARACTERS HAVE DISTINCTIVE CHARACTERISTICS?

There are about 25 weapons and well over 50 different characters. The weapons range from early 20th century period shooters to futuristic blasters. Rather than imposing differences on characters, players will be able to set handicaps in multi-player.

JUST FOR THE RECORD: WHICH, IN YOUR OPINION, IS THE BETTER GAME – TIMESPLITTERS OR GOLDENEYE?

Although they are both first person shooters, *GoldenEye* and *TimeSplitters* are quite different games. Obviously, on the technology side *TimeSplitters* is way ahead. In terms of gameplay though, the emphasis in *TimeSplitters* is much more on fast arcade action, and by integrating multi-player from the very beginning of development and design our aim has been to produce a package with much more variety and longevity than *GoldenEye*.

TimeSplitters is better – but you shouldn't need to take our word for that, you'll be able to see for yourself.

AND FINALLY, WHAT HAS THE PS2 ALLOWED YOU TO DO THAT YOU COULDN'T PREVIOUSLY?

We couldn't have created a game as fast and furious as *TimeSplitters* on any previous console. **PSM2**

IN THE STUDIO

- **HEAD OF SOFTWARE**
  Steve Ellis
- **DESIGN**
  Dave Doak
- **ART**
  Karl Hilton
- **MUSIC**
  Graeme Norgate
- **ARTIST**
  lee ray
- **LEAD PROGRAMMER**
  Hasit Zala

TEAM HISTORY

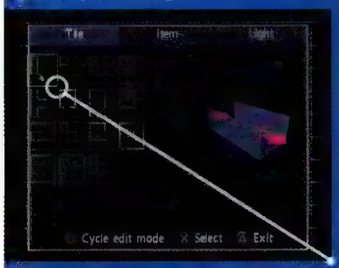
Steve Ellis, Karl Hilton and Dave Doak were all part of the Goldeneye and Perfect Dark teams when they worked with Rare. This is their first project under the Free Radical Design banner.

FOR MORE INFO

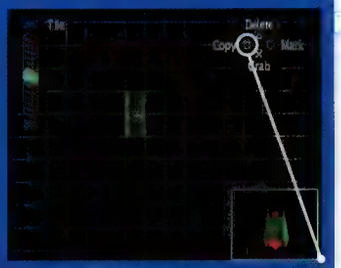
www.freeradical.com

MEAN ARENAS

TimeSplitters' most impressive innovation is the Level Editor mode. It's possible to bang out a competent-looking arena in a couple of minutes by sticking preset building blocks together, and the same system means that they take very little space to save. Easy to learn, but potentially quite complex. Like Lego.



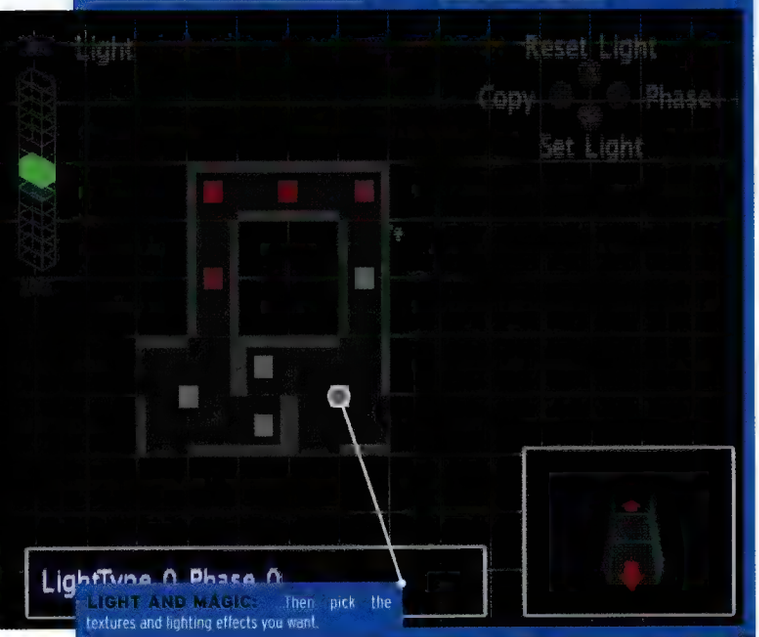
BUILDING BLOCKS: Pick one of *Splitters* preset room designs...



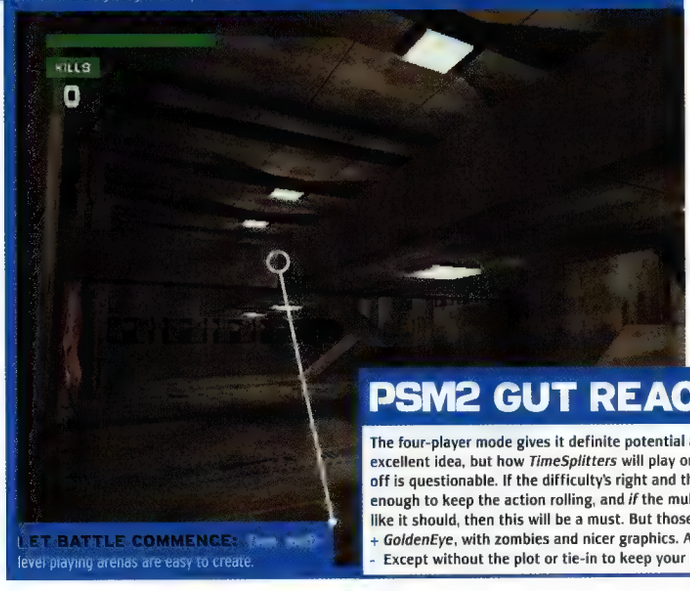
GRIDLOCK: ...and lay it down on the map. You can rotate and copy entire sections as well.

CHANGING ROOMS: Remember, Death matches are very Zen. Simplicity is often best.

TOOLING UP: When you're done, just leave some weapons lying about...



LIGHT AND MAGIC: Then pick the textures and lighting effects you want.



LET BATTLE COMMENCE: Then multi-level playing arenas are easy to create.

PSM2 GUT REACTION

The four-player mode gives it definite potential and the Level Editor's an excellent idea, but how *TimeSplitters* will play once the novelty's worn off is questionable. If the difficulty's right and the levels are focused enough to keep the action rolling, and *if* the multi-player option works like it should, then this will be a must. But those are big ifs...

+ *GoldenEye*, with zombies and nicer graphics. Appealing.
- Except without the plot or tie-in to keep your interest.

THIS AIN'T NO REPUBLIC

In a hotly contested pitch, Good Technology won the account to produce *WipEout Fusion*'s visual identity – an account previously held by the mighty Designer's Republic who transformed the original *WipEout* into a must-have techno racer and helped make PlayStation, and gaming, cool.

GROUNDHOG DAY!: As with PSone, *WipEout* could be the game to showcase PS2's true power.

WHAT A FEELING: When you're racing on the ceiling. A new feature borrowed from *Rollcage*.

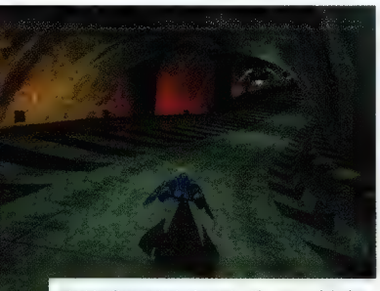
WILDTRACK: As with *RR5*, later sections of the track are visible over the edges of upper levels.

DR RIP-OFF? The screen furniture is very similar to the previous pseudo-Japanese graphic style.

EXPECTED UK FEBRUARY 2001

WIPEOUT FUSION

Yet another glimpse of the floaty future – and this time the year's... wait for it... 2150AD! The game that made the PlayStation cool is back to do the same for PS2, as if it needs it...



BURROW AND STEEL: The course interiors are blessed with sumptuous lighting effects.

WipEout 3 sold poorly the world over and the current PSone 'remixed' version smells of cash-in. A definite return to form is in order – welcome to the PS2 enhanced world of *WipEout Fusion*.

Besides the eye candy appeal, Fusion boasts anti-gravity craft for flipped track sections, hidden super-weapons, pressure sensitive buttons, side-shift missile evasion ability and 48 parameters of craft handling – compared to the previous seven.

Most exciting of all is the promised inclusion of freeform areas, where the player isn't necessarily limited to the track, and realistic ship damage that slows race progress, requiring pit-stops to put you back on course. The original WipEout's pilot characteristics have been reintroduced – giving CPU piloted craft individual personalities and strengths on the track.

How these will work in practical terms will be revealed in coming months, as will the multi-player details. They're teasing us. **PSM2**

WipEout Fusion is due for UK release in Feb 2001. PSM2 will be taking a look at the making of this future classic in issue three.

INFO
- **DEVELOPER** Studio Liverpool
- **PUBLISHER** SCEE
- **GAME TYPE** Future Racing
- **COMPLETE** 70 percent

ANTICIPATED FEATURES
- 32 customisable ships available.
- Seven huge environments, each with three courses.
- Realistic damage to ships.
- 180 degree racing ability.
- 48 parameters of craft handling.

DISTANCE MEMORIES

Thanks to PS2, for the first time in the *WipEout* franchise, the developers are able to design tracks purely for the racing thrill rather than partially to shield the lack of background detail. Mist is used to create atmosphere, inclines for excitement and there are none of the usual relentless advertising hoardings.

FILL US WIT' FOG: The mist here isn't used to cover up shoddy redraw, but to add atmosphere.

BLOODY STEEP, MIND: For once, steep slopes are used for excitement, rather than to hide pop-up.

PSM2 GUT REACTION

***WipEout Fusion* is a game PSM2 is really rooting for. Yes, it's a franchise that shouldn't have gone past two outings on the PSone, but now there's a chance for a glorious return to form. The video footage shown to PSM2 is truly dazzling and the additions of free form environments, craft damage and improved individual pilot AI are steps forward that should surpass *Episode One Racer*'s 'panic decision making' thrills. *WipEout Fusion* could be the first European PS2 title to really allow the PS2 to flex its muscles.**

+ The new hardware should release the team from graphical limitations enabling them to surpass the adrenaline highs of *WipEout 2097*.

- That all important *WipEout* soundtrack hasn't yet been confirmed and will there be a four-player split screen option?

KOOL AND THE GANG: Give fellow posers a friendly nudge to give yourself an edge.

AERIAL AUTOMATIC: You can enter trick combinations on the pad before takeoff.

EXPECTED UK LAUNCH DAY!

SSX

INFO
- **DEVELOPER** Electronic Arts
- **PUBLISHER** EA Canada
- **GAME TYPE** Sports
- **COMPLETE** 90 Percent

ANTICIPATED FEATURES
- Four international racers with different attributes, including Alpine, Boardercross and Freestyle racers.
- Three gameplay modes – freeride, single event and world championship.
- Seven courses, eight circuits and a bonus course.
- Breakbeat soundtrack from Rahzel and the Beastie Boys Mix Master Mike.

Ever since the first *Coolboarders* limped onto the PlayStation, the search has been on for more air and a bigger rush. It's here.

Hey, if like right thinking people everywhere, you're sent into fits of apoplectic rage by No Fear T-shirts and Pepsi Max ads, then pay attention – this is important. *SSX*, contrary to appearances, is not a snowboarding game. It's actually based on the newer extreme sport of boardercross, but even that's not totally accurate because it lets you do so much more than simply tear downhill through endless expanses of snow...

In the Mercury City course, for instance, you can choose a route which might include hurtling over rooftops, down sewer pipes or through office buildings. The control is excellent, with a combination of analogue and D-Pad control allowing tight S-turns and appropriately insane stunts. Boardercross allows up to six crazed show-offs to zip down the same stretch of hill, all jostling for first place – it's edge-of-seat stuff. If *Tony Hawk's* didn't get you into extreme sports, *SSX* certainly will. **PSM2**

SSX is due for release in the US to coincide with PS2's launch. Expect it in the UK launch line-up as well.

BAD AIR DAY

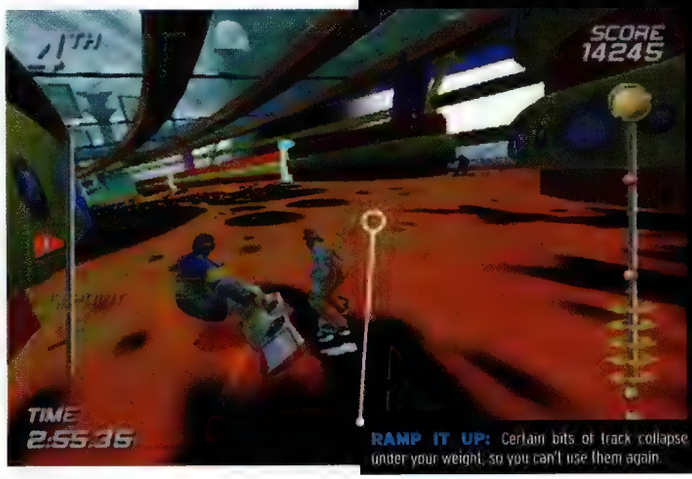
Using the analogue to steer and the D-pad for tricks, flips and spins are easy to master, aerial 720s notably less so. Fill up your Adrenaline bar by getting big air and pulling improbably stupid moves, but don't let it empty or you'll end up skidding along on your face. With hypothermia.

BOARD STUPID: It's safe to say that *SSX* will include some highly implausible tricks.

PINBALL WIZARD

Want to combine your love of invigorating mountain air and smoky bar room pastimes? Try the Tokyo Megaplex – a course which is unmistakably a giant pinball machine, complete with bumpers, ramps, flippers and flashing lights. It's this kind of ingenuity that makes computer games better than real life.

EXTRA BALLS: You get three runs down the table to improve your score.



RAMP IT UP: Certain bits of track collapse under your weight, so you can't use them again.

SPRINGTIME: There's even a catapult to fire you up to the top of the level – now that's detail...

PSM2 GUT REACTION

With beautifully crisp graphics and smooth, responsive handling, *SSX* would be a fine snowboarding game in its own right. Added touches such as the music fading during jumps and crashing back in on landing are the kind of thing next-generation games should be doing, and with some highly inventive course design, this looks like being a sheer joy. Some of those who've played *SSX* are already tipping it as the best game in the launch line-up.

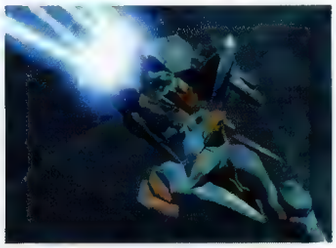
+ Looks lovely, sounds lovely, feels lovely. Smells OK.
- Tremendous expectations to live up to. And, of course, you might have a rabid hatred of snowboarding.

MECH MY DAY: Just take in the majesty of Z.O.E.'s explosive combat. Exhilarating stuff.

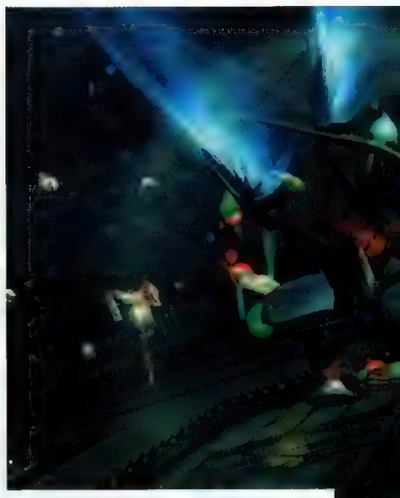
EXPECTED UK TBC JAPAN FEB 21

MATTERS OF LIFE AND DEATH

***Z.O.E.*'s overarching theme seems to be death – the hero's lost his will to live, while main villainess Viola is actively suicidal.**



PINK DROID: Viola flies the super-hard Neith 'bot, and has a death wish. Nice hair, too.



IN THEIR FLYING MACHINES: Swooping over the city scenery is impressive.

ZONE OF THE ENDERS

Don't rewind that precious *MGS2* video quite yet – the man behind the stunning *Metal Gear* character designs is involved in a project we think you should know about...

There's explosive footage of *Z.O.E.* on the video attached to this mag, but chances are that you watched it in the post-coital lull after seeing *MGS2* for the first time. Still, Hideo Kojima's name alone makes *Z.O.E.* worth checking. The graphics are striking and the action suitably dramatic, but what about the plot? It's about giant mechs and wide-eyed teens, but looks about a million times better than it sounds. *Power Rangers* Go! Sorry. PSM2

Interestingly, Z.O.E. pips the MGS release date in Japan. Hmm...

FLASHDANCE: The lighting, reflections and special effects so far are excellent.

ZONE OF THE ENDERS

INFO
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Mech Combat
- **COMPLETE** 30 Percent

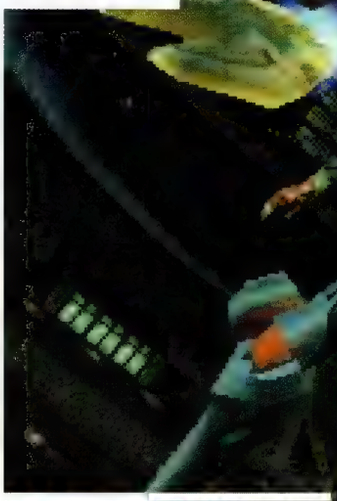
ANTICIPATED FEATURES
- A variety of mechanoid each with distinct fighting styles and weapons
- Zelda-style adventure system, involving exploring a field map and interacting with different characters

JEHUTY
GIGANTIC HUMANOID WEAPON
The Jehuty is a new model orbital frame which our hero stumbles across while on the run from Z.O.E. It's also connected to the reason for all the hijacking and scrapping.

ZONE OF THE ENDERS

"IT'S ABOUT GIANT MECHS AND WIDE-EYED TEENS, BUT LOOKS A MILLION TIMES BETTER THAN IT SOUNDS"

THE LITTLEST ROBO: The Raptor's your bog-standard grunt robot. Still massive, though.



IT'S A SHAME ABOUT RAY: There seem to be plenty of weapons, but will they be workable?

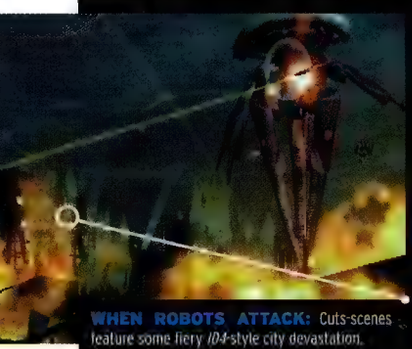
IN THE STUDIO

- PRODUCER: Hideo Kojima
- DIRECTOR: Noraki Okamura
- MECH DESIGNS: Yoji Shinkawa
- CHARACTER DESIGN: Nobuyoshi Nishmura

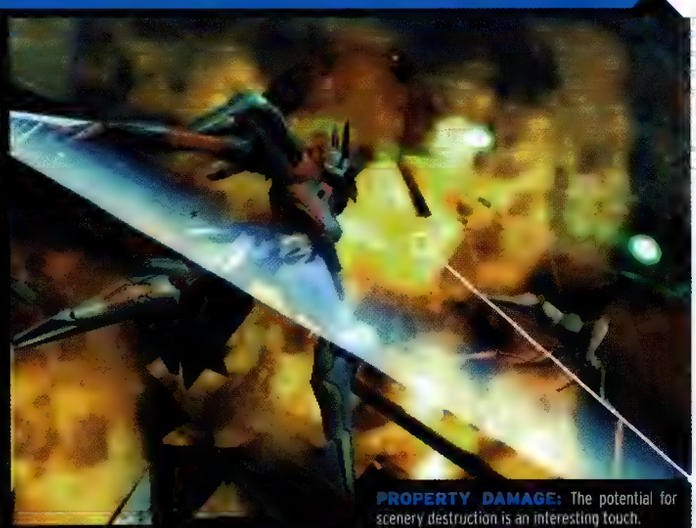
TEAM HISTORY: Kojima-san is once again joined by *MGS* character designer Shinkawa, who's responsible for the robots this time around. Nishmura is most well-known for his work on *Gundam X*, while Okamura's most popular game to date is *Tokimeki Memorial*, the – ahem – Japanese girlfriend simulator.

ROBOT WARS

In combat, the Z.O.E. mechs combine hi-tech energy shields and homing missiles with more primitive means – say, twatting each other with their big metal fists. The control system uses the analogue stick and two buttons for aerial manoeuvring, leaving the rest, presumably, for changing camera angle and firing.



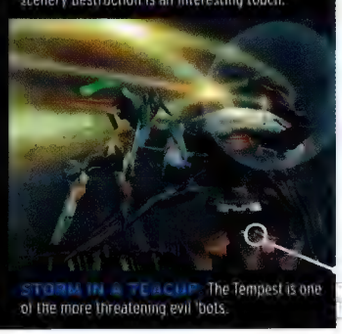
WHEN ROBOTS ATTACK: Cuts-scenes feature some fiery *ID4*-style city devastation.



PROPERTY DAMAGE: The potential for scenery destruction is an interesting touch.

MAN-MACHINE: These robots were invented by the designer of Metal Gear Rex.

CLOUD NINE: The smoke, flame and limited weather effects so far have potential.



STORM IN A TEACUP: The Tempest is one of the more threatening evil 'bots.

IN THE END

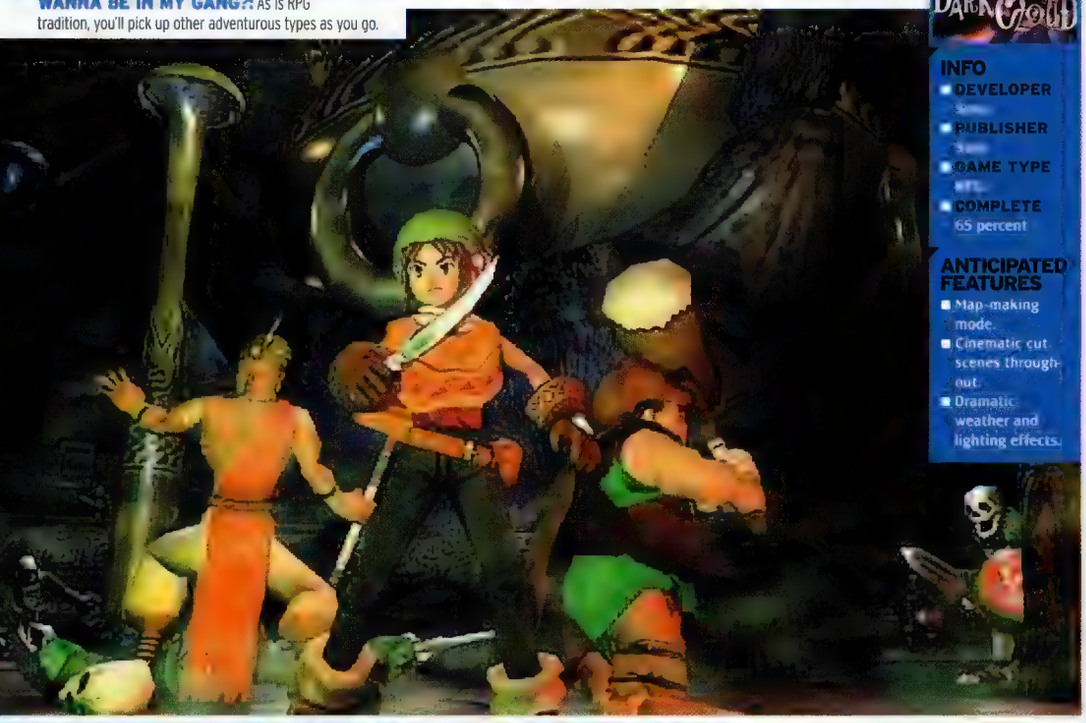
Our introverted young hero Leo Stenbuck survived the end of the world, see, which makes him one of The Enders. The *Zone* of Enders, on the other hand, are a fanatical military regime based on Mars, who stomp around hijacking stuff and behaving in a generally underhand manner. This is all happening in the quite distant 22nd century. Clear?

LOSING THE PLOT: Somehow, stories about small children aren't all that compelling.

PSM2 GUT REACTION

To the best of our joint recollection, Hideo Kojima has never made a bad game – even early efforts like the heavily *Blade Runner* influenced *Snatcher* and the first *Metal Gear* games were way ahead of their time. But could he be overstretching himself?

+ There's no denying its visual appeal, and the plot should be interesting, to say the least.
- Manga-style aerial duelling is a notoriously difficult idea to implement properly, especially control-wise. Remember *Psychic Force*?



WANNA BE IN MY GANG?: As is RPG tradition, you'll pick up other adventurous types as you go.

Dark Cloud

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- COMPLETE 65 percent

ANTICIPATED FEATURES
- Map-making mode.
- Cinematic cut scenes throughout.
- Dramatic weather and lighting effects.

QUESTING TIMES

To succeed in the game, you need to make occasional forays into your village to interact with its residents, achieving objectives in order to add new buildings. The dialogue system is reminiscent of Squaresoft's *Vagrant Story* with its comic-style dialogue balloons.

NO PLACE LIKE HOME: This is one of the first houses you visit. The detail inside's lovely.

EXPECTED UK TBC **JAPAN** WINTER 2000

DARK CLOUD

A combination of slash 'n' cash RPG and responsible town planning? Sony's Georama system allows you to roam free over a domain built by your own fair hands. And then slaughter all it's undesirables.

Right. There's this young boy who lives on a gigantic floating island, and his village has been overtaken by unspeakable evil, and... no, honestly, come back – *Dark Cloud* looks really good.

The first thing to note is that the ludicrous plot seems to be a vehicle for an intriguing game system which combines all your traditional RPG antics with what Sony are calling a 'Georama' building system. The idea, it seems, is to build up a new village full of churches, windmills, temples and the like, keeping your neighbours happy and your enemies at bay. Also, you'll occasionally need to take part in more traditional RPG activities along the lines of exploring underground caves, collecting treasure and slapping monsters about.

Whether any of this is any more than a gimmick to show off the graphics isn't clear yet, but the graphics are certainly worth showing off. Find a stream and marvel at the lovely ripple effects, then wait until it gets dark and gaze at the sunset. Then remember that you're supposed to be dealing with this unspeakable evil thing, and actually start playing the game. **PSM2**

Sony have yet to confirm a release date, but expect it in 2001...

SEE HOW YOU'VE GROWN!

The as yet unnamed main character has evolved slightly since the Tokyo Game Show debut of *Dark Cloud*, being taller and generally less cute in appearance. He's also got a magic carpet to sail around on, in a manner reminiscent of the most tooth-grindingly awful bit of Disney's *Aladdin*.

PONCHO, VILLA: Cheeky smirk, floppy hair, pointy hat. There's something familiar here...

THE WAY WE WERE: He's better than the original. Note the ominous volcano in the background.

WELCOME TO MY WORLD: Here's how the game looks now, complete with your first house.

CONTOL FREAK

When running about, *Dark Cloud* uses the analogue system to let you shift from a gentle amble to a full-on sprint. An inventive combat system allows you to lock onto enemies *Zelda*-style, then match *Parappa*-style button sequences to attack them.

ON THE ATTACK: Some of the camera control in the dungeons is a bit dodgy at the moment.

FLAME ON: The torches flicker and shimmer with impressive realism.

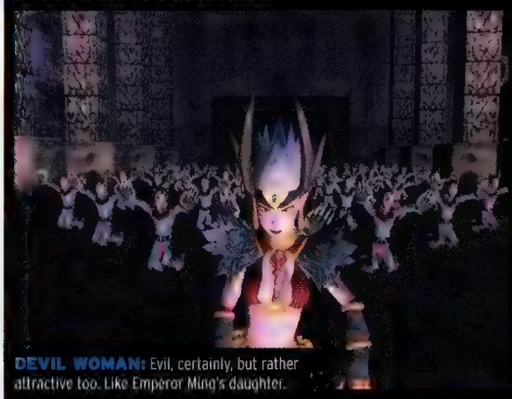
A MAP MADE IN HEAVEN

Over the course of the game, you can build your airborne island into a scenic masterpiece filled with streams, hills, mountains and volcanoes. Why you'd want a lava-spewing mountain near your house is questionable, but the palette-based system is simplicity itself to use, and swooping almost instantaneously from the top-down planning mode to a whole new 3D world with the click of a button is absolutely breathtaking.

DUSK 'TIL DAWN: [illegible] downing tools and gawping at.

EVIL PLOTS

While you should be able to keep yourself entertained by strolling around the pretty villages you've made, it isn't all smiles and sunshine. Details are scarce at the moment, but a nasty smiley-faced woman and her legions of pointy-handed followers fit into the story somewhere.

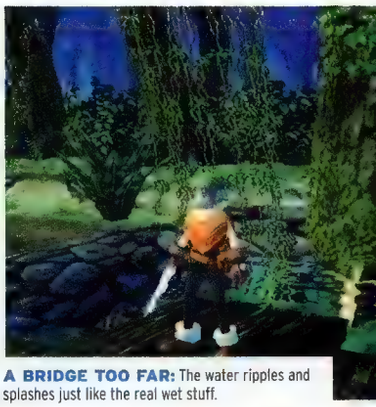


DEVIL WOMAN: Evil, certainly, but rather attractive too. Like Emperor Ming's daughter.

TROUBLE BREWING: Some of those dark clouds. Don't expect anything too sinister, though.

LEGION OF DOOM: If you could see the altar's light effects, you'd be worshipping it too.

CAPTAIN BIRDSEYE: The map-maker looks slightly basic, but that's a 3D world below.



A BRIDGE TOO FAR: The water ripples and splashes just like the real wet stuff.

WINDY MILLER: There are plenty of building types on offer, including odd caravans...

PSM2 GUT REACTION

Sony clearly aren't having any problems with producing dazzling graphics and effects on the PS2, as *Dark Cloud* and *GT2000* demonstrate. This is being touted as PS2's answer to *Zelda*, and with treasure chests, dungeons and even the main character looking somewhat familiar, it looks like SCEE are happy to encourage comparisons. The map-making feature should add a touch of originality, but whether the rest of the game will be in-depth enough to support it remains to be seen.

+ Simply wandering about and doing your own thing is appealing, and it's the sort of thing that the power of next generation consoles allows.

- Could it all be a bit twee for the new breed of hard drivin', shootin' and fightin' PS2 owners? Nah, probably not...

COMING SOON

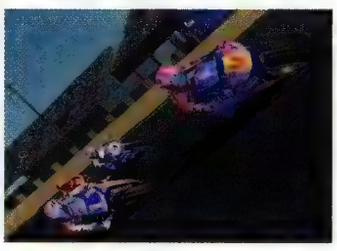
ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

FLAT HEAD: You'll be able to input your own and friend's faces using a digital camera.

EXPECTED UK DECEMBER

MOTO GP

With *Ridge Racer* and *Tekken* being Namco's primary PlayStation franchises, it was crucial to rush them out for the Japanese PS2 launch. But with this conversion of a motorbike-racing arcade favourite, they've taken their sweet time over their third PS2 title and have vowed only to release *Moto GP* when it's absolutely perfect. A victory for common sense all round then.



KNEES UP: The first person view is the only way to race for the sensation of speed and urgency.

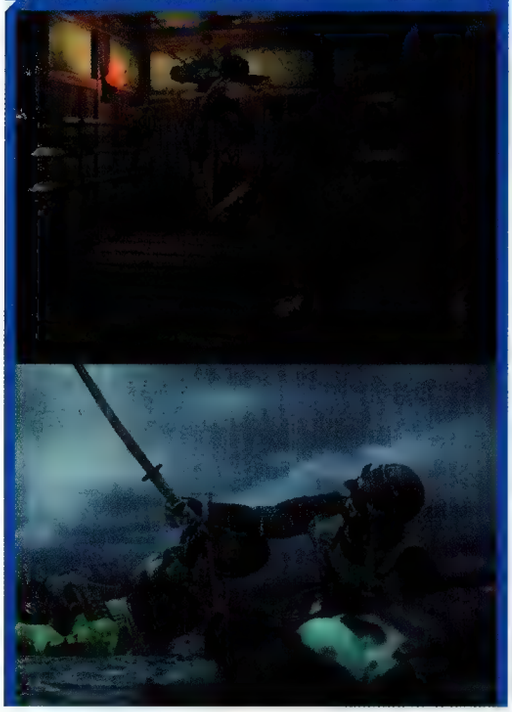
OVERLOAD!

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK / MARCH 2001

ONIMUSHA

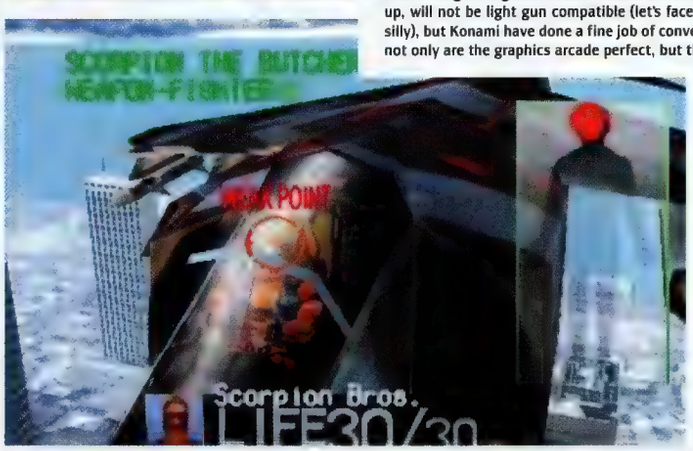
The most expensive game that Capcom have ever undertaken is a Samurai adventure set in 16th century Japan. Similar to the *Resident Evil* series in terms of gameplay, *Onimusha* isn't a clone, but rather an entire move forward for the action adventure genre. More on the plot, actors, five minute intro and character model in issue #02 of PSM2.



EXPECTED UK / LAUNCH DAY!

SILENT SCOPE

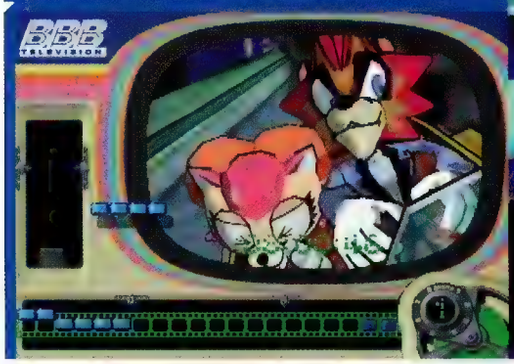
You are an elite anti-terrorist marksman. The president's daughter has been kidnapped. Kill all bad men through five game modes. Welcome to *Silent Scope*. The PS2 version of this arcade sniper-em-up, will not be light gun compatible (let's face it, a sniper rifle in your lounge would just be plain silly), but Konami have done a fine job of converting the gameplay to DualShock 2. Like *Tekken Tag* not only are the graphics arcade perfect, but the game offers more modes than the original.



EXPECTED UK / SPRING 2001

TV DJ

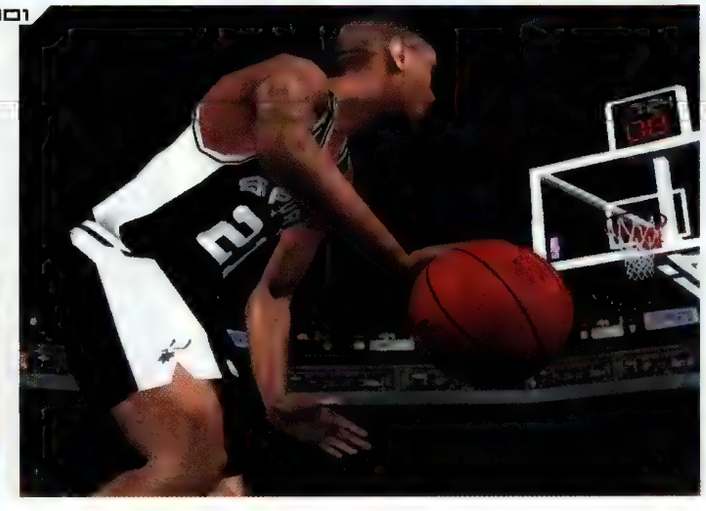
A bizarre spin on the *PaRappa* style music-driven adventure see you taking on the role of agent 777 on a series of off-the-wall missions against the clock. Instead of music, the key is on-screen action – perfect timing progresses the scene. Essentially this is a lightning paced video editor and a welcome dose of originality for PS2.



EXPECTED UK / JAN 2001

NBA LIVE

EA continue their *NBA Live* series, the best of PSone's ever increasing crop of basketball franchises, on PlayStation 2 early next year. Apart from the inevitable graphical overhaul (including the usual 'more lifelike' players and 'ultra realistic' stadiums), EA are making use of the storage capacity of DVD to include live courtside conversations and in-depth play analysis. The best basketball game ever created? Could be.



EXPECTED UK / DECEMBER

DINOSAUR

Based on the Disney computer generated film of the same name – which has been described as *The Lion King* meets *Walking With Dinosaurs*.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

GIVING HEAD: Believe it or not, these players have fully rendered heads beneath their helmets!

EXPECTED UK DECEMBER

MADDEN NFL 2001

The most impressive sports game yet to be seen on PlayStation 2 (or any system) by a mile. Like *MGS2*, EA's *Madden NFL 2001* is a graphical example to all developers reading PSM2 – smooth, fluid, super realistic visuals are achievable in first generation titles if you have the talent in your team. Among the new features that tickled our fancy is Madden Cards – a series of challenges that unlock secret features.

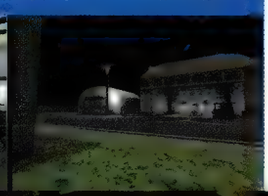
LIGHT CLUB: The sun flare, shadows and helmet glints show off *Madden*'s lush lighting effects.

SOMEONE'S DROPPED A QUID: More camera's than ever before provide that TV coverage feel.

EXPECTED UK DECEMBER

THE WORLD IS NOT ENOUGH

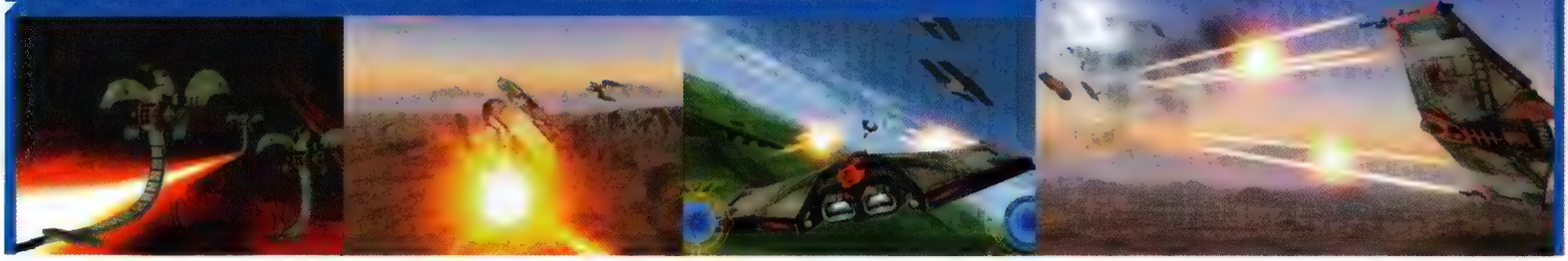
Bond is back again, this time to topple *GoldenEye* from its most-playable-Bond-game ever throne. EA have invested massively in making this the definitive Bond experience. Will they succeed? See issue #02.



EXPECTED UK / DECEMBER

STAR WARS: STARFIGHTER

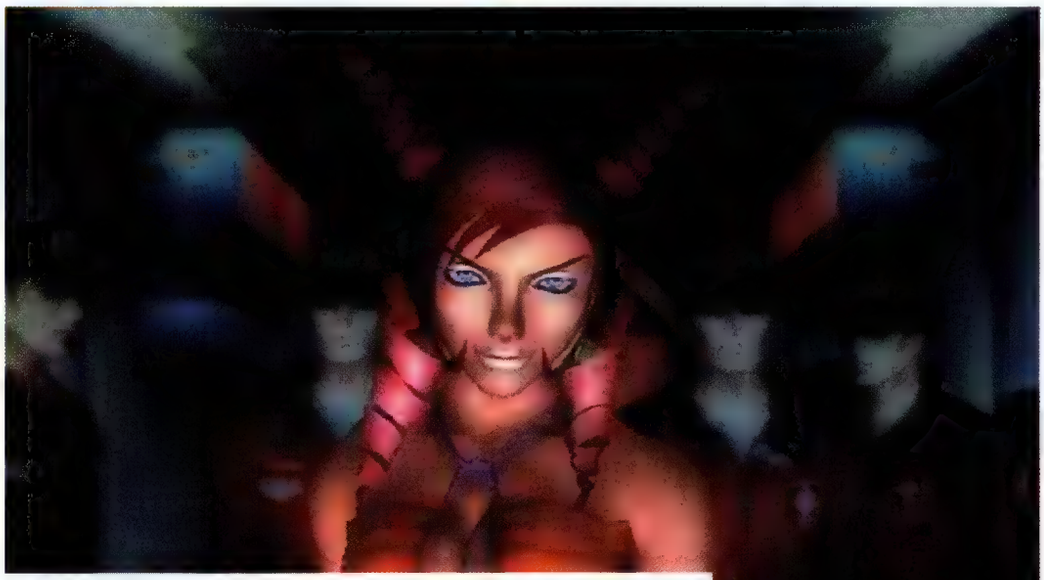
Set, inexplicably enough, 4000 years prior to the *Star Wars* films, *Starfighter* is being developed specifically for the PS2, and focuses on arcade-style flying and shooting antics. Missions take place on land, where the environments are suitably large and detailed, but also in space. Each of the three playable characters has a set of missions specific to them, along with a ship packing two different weapons.



EXPECTED UK / LAUNCH DAY!

ESPN X GAMES SNOWBOARDING

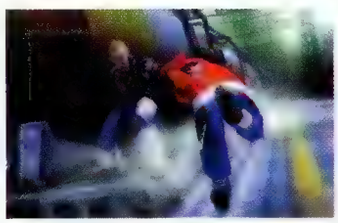
Going up against *SSX* (see pg49), Konami's snowboarder features Big Air, Border Cross, Halfpipe, Slopestyle, Freeride and two-player modes.



EXPECTED UK / MARCH 2001

THE BOUNCER

Based on the wild and wacky crime solving adventures of the dog from *Neighbours*... if only. After the disappointing *Type-S* (pg88) and *All Star Pro-Wrestling* (pg95), Squaresoft need a PlayStation 2 hit that doesn't have 'Final' or 'Fantasy' in the title. *The Bouncer* could prove to be just that with its mix of *The Matrix*-style fighting and cinematic cut-scenes.



EXPECTED UK / LAUNCH DAY!

SMUGGLER'S RUN

Realistic driving and environment physics are the name of the game in *Smuggler's Run*. The action is mission-based which takes the form of dropping off stolen goods while being chased by the law, capture-the-flag exercises and team-based races. And the levels we've seen are gargantuan! Think *Driver*, but in *Dukes of Hazzard* country. Go on, think it!

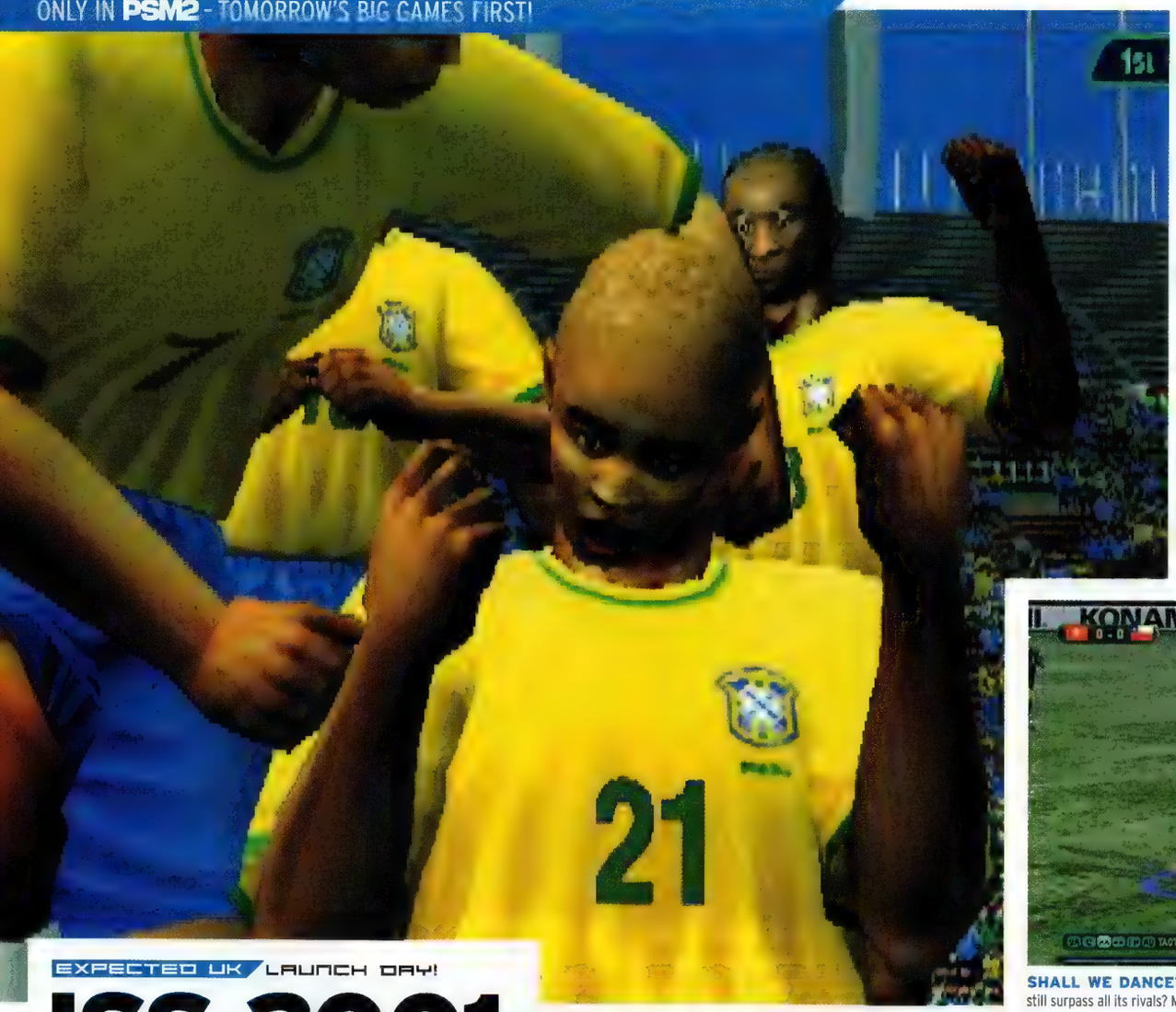
EXPECTED UK / SPRING 2001

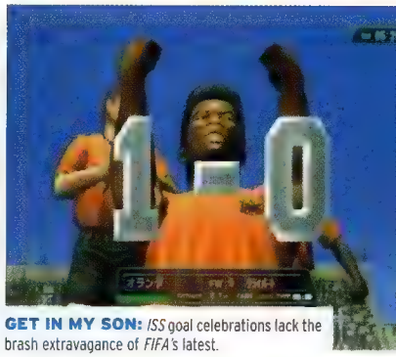
EXTERMINATION

This third person perspective, next generation *Syphon Filter*-alike swaps a deadly virus for squidgy mutant creatures in an impressive looking survival horror adventure. Features seen by PSM2 include: a zero visibility snow level, jumping about in a warehouse and good meaty weapons. Panic action is the name of the game... actually, *Extermination* is the name of the game – either way, Sony Japan want to play the game with you.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!





GET IN MY SON: *ISS* goal celebrations lack the brash extravagance of *FIFA*'s latest.

SHALL WE DANCE? Will the control system still surpass all its rivals? More next issue...

EXPECTED UK LAUNCH DAY!

ISS 2001

The *International Superstar Soccer* series has always been the true gamer's footy sim of choice. Undoubtably it's more realistic than the *FIFA* series, but the mainstream gamer has yet to be convinced. All this could change, however, with Konami's 128bit *ISS* debut. It's got the looks, but the player names are still made up. Review next month.

WHO THE 'ECK ARE YOU? No license, means no big name glory boys. Which is refreshing.

EXPECTED UK / LAUNCH DAY!

RED

Here's an odd one for you: a real-time battle sim set in World War 2, but with a twist – the battling forces are made up of robots (yes robots!) transporting armed soldiers about the place. Special attacks, close range scraps, truckloads of weapons and hugely impressive special effects all add up to a game that, in a good way, is weeeeiiiiiiirrrrrd shit.

EXPECTED JAPAN / LATE 2001

EPHEMERAL FANTASIA

A musical role player? Has there ever been such a thing before? Well, prepare to enter a medieval fantasy world using your *Guitar Freaks* controller to compose and play songs! Another innovative title from Konami who just seem to get better and better.

GUNSLINGER

Spaghetti Western sim where you begin the game as the new guy in town and sling guns for fun.

KNOCKOUT KINGS 2

EA's slick answer to the anticipated *Ready to Rumble 2*. The serious boxer for serious boxing fans.

MIDNIGHT CLUB

Set in London, at night. Mission-based in a *Driver* way, but up against the visual treat of *The Getaway*.

BOMBAD RACING

Mario Kart with *Star Wars* characters basically. Big headed ones at that. Not arrogant – they have big heads.

NHL 2001

EA churn out number 463 of the *NHL* series. Does anyone buy ice hockey games? What the puck is going on?

RAYMAN 2

Lesser mags would put a cheap 'legless' gag in here, but we can't think of one. The cute platformer is back.

BUST-A-MOVE 3

Strut your funky stuff in the PS2's first taste of the original and best dance-em-up. Should be groovy.

ROBOCOP

Has there ever been a more timely movie license? What next Charlie Chaplin's *The Tramp*?

SLIPHEED

A good old fashioned 3D space shooter that promises a great slab of frantic button mashing.

CAVALRY TROOP

Namco's first PlayStation 2 role player is shrouded in secrecy. We did manage to steal this shot though.

F1 2001

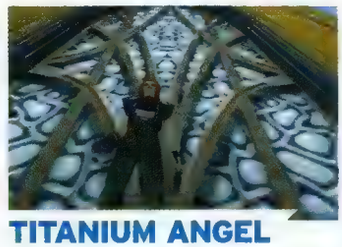
One of three Formula One titles that all look equally lush. Watcha gonna do? Wait for the PSM2 reviews.

STUNT SQUAD

Crunch your goolies on a lampost in this super quick futuristic hovery-board-type-thing-em-up.

ETERNAL RING

Sounds painful doesn't it? This 3D role player will be reviewed in the next issue of the mighty PSM2.



TITANIUM ANGEL

A futuristic 3D action-adventure from the people that brought you the *Carmageddon* series of games.

WILD WILD RACING

Hammer about in 4WD buggies through a series of challenges, time trials and stunt missions.

GUNGRIFFON BLAZE

Frantic mech madness with the usual array of monster weapons and ever more impressive robots.

PROJECT EDEN

Innovative team-based shooter from the creators of Lara Croft with four different characters at your disposal.

X-FIRE

Tomb Raider meets *Syphon Filter* in this stylish adventure from EA. *X-Fire* will be reviewed next issue.

WHAT IS PS2

On November 24th your world will change forever. Saying PlayStation 2 is 'eagerly anticipated' is like saying that Jennifer Lopez 'scrubs up well'. Once you own a PS2 there's a fair chance you may never experience daylight again. But what's it all about, what makes PS2 as essential as sunblock in the Sahara? Turn the page to find out. Things may never be the same again. **EXPLORER:** Daniel Griffiths

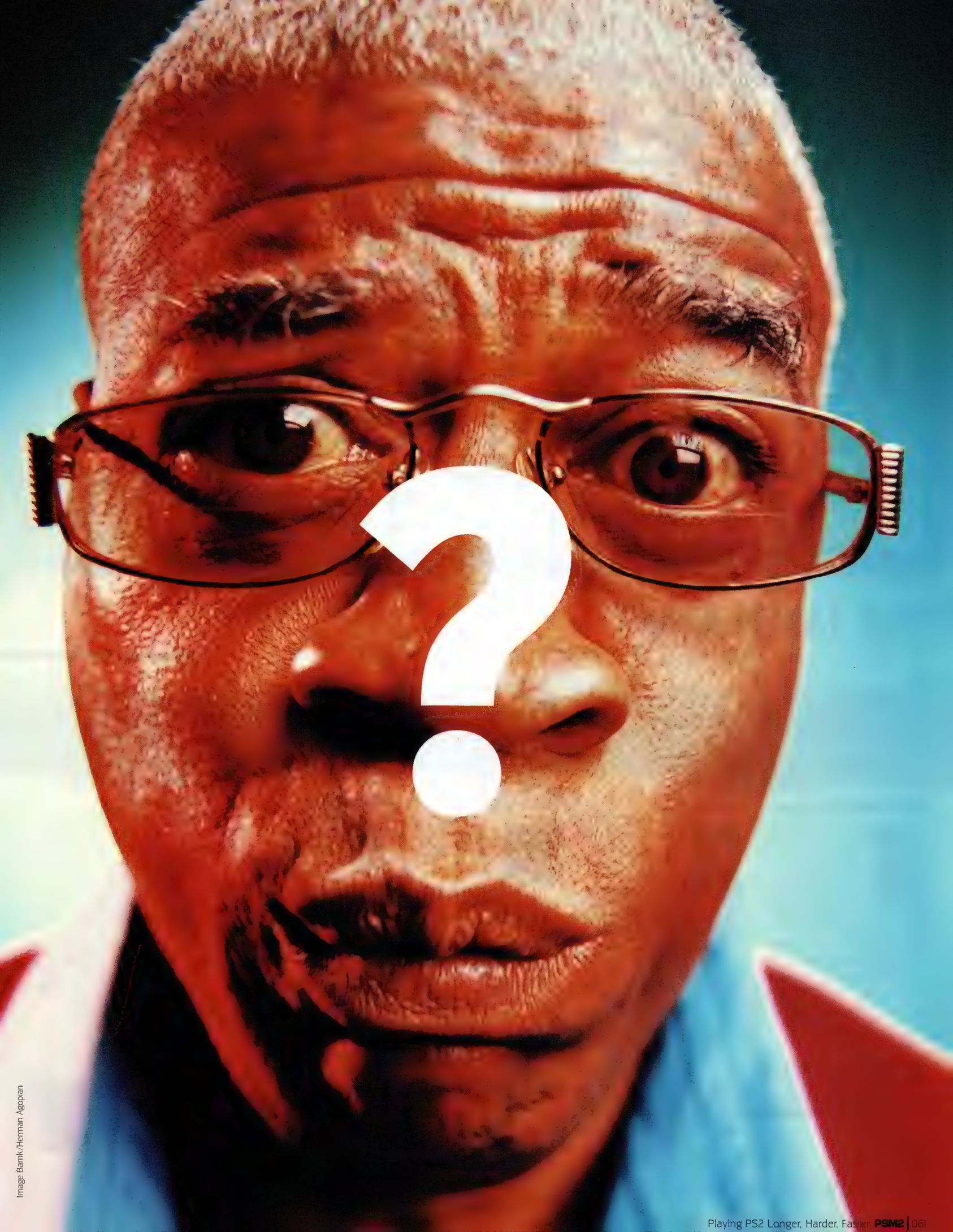


Image Bank/Herman Agopian

IT ALL STARTS HERE. EVERYTHING YOU MUST KNOW ABOUT THE SYSTEM THAT'LL REVOLUTIONISE HOME ENTERTAINMENT...

PS2 TAKEN APART

Your no-holes-barred guide to PS2's nooks and crannies.

RESET and OPEN buttons

Pressing RESET will wipe clean the PS2's RAM and cause it to reload whichever disc is inside the drawer. Pressing OPEN opens the drawer and, whaddya know, pressing it again closes it. Marvellous. If you change the disc the new game won't load until you press RESET again.

LEDs

Your PS2 is blessed with two lights on the two buttons. They'll let you know what's going on. The RESET button glows green and/or red while the OPEN button glows a beautiful, sci-fi purply blue.

USB PORTS

There, nestling on the front of the PS2 like startled meerkats, are two USB ports. USB is the current PC and Mac standard for interfacing hardware. The ports are small and hardware can be 'hot plugged' in – meaning that you don't have to turn stuff off first – which is always a bonus.

While there are countless USB devices out there right now, they are all designed for use with PCs and Macs and come with the relevant software on CD. So, don't expect to plug your printer or scanner into your PS2. Or rather you can – but it won't work.

In the future though, there will be dedicated PS2 USB add-ons, doubtless including such things as a keyboard, mouse and perhaps a remote control for cross-room DVD watching.

i-LINK PORT

Also known as Firewire – or the more catchy IEEE1394 – this is the new industry standard for transferring digital data between devices. Many digital camcorders, laptop computers and other digital devices feature i-Link sockets and can be hooked together – zapping images, sounds or other data back and forth down a single wiry wire.

Once again, like PS2's USB ports, there are currently no devices or software ready for connection to the PS2 S400 i-Link port, but its inclusion means PS2 is ready to be the control centre of your digital entertainment world.

THE CD DRAWER

PS2 includes a costly and sleek CD tray rather than your usual open-the-lid-and-slap-in-the-disc portal. A nudge of the OPEN button and it slides gamely out. Pop in a DVD, CD or PS2 (or PSone) game and press OPEN again or the RESET button – watch it slide smoothly in for your PS2 to examine.

Incredibly, the left hand edge of the PS2 features a small lip which supports the disc when you're using your machine vertically, thus preventing it from falling pathetically to the floor. It would appear that they've thought of everything.

BE MY GUIDE, BE MY LIGHT

The twin lights combine in basic combinations to keep you informed of what your PS2's thinking and doing. Simple, eh?

	Reset Button	Open Button
Power switch off	Off	Off
Power switch on	Red	Off
Open drawer	Green	Flashing blue
Close drawer	Green	Flashing blue
Playing/loading disc	Green	Blue

THE DUALSHOCK 2 How you communicate with your PS2.

01: THE BODY
Exactly the same as your standard Dualshock – except it's black. Simple, innit?

02: MAIN BOARD
The main board features connections for the (unchanged) analogue sticks and vibration pods but new pressure sensitive bits for the new buttons

03: VIBRATION 'THING'
Both the old and new DualShocks feature two small motors which spin different sized off-centre metal weights. By varying the speed of spin you get the different vibration effects.

04: ANALOGUE BUTTONS
The D-pad is unchanged, but the new pad beneath the 'shape' buttons release different amounts of electricity the more they are pressed. They can sense an incredible 256 different degrees of pressure!

05: TOP COVER
Exactly the same as the usual pad but with subtle DualShock 2 lettering on the top edge.

You get one of these supplied with your PS2 and it's like your existing DualShock pad – but different! It's matt black in colour with a subtle silver glitter top coat that's pleasing to the eye. The same colour-coded buttons as the original PS are used and small blue 'DUALSHOCK 2' lettering on the top left edge helps to further set it apart from existing black DualShock pads.

It works in exactly the same way as your old pad (analogue sticks, two vibration motors – one in which arm – which can deliver a wide range of shake and jump effects), but now all the buttons except START and SELECT are pressure sensitive. This means that a game can read how hard you're squeezing them and translate this into how hard a fighter punches or how quickly a vehicle accelerates! Cleeeeeever. Currently only a single Japanese Pool game effectively supports the new buttons, but soon high-profile titles like *GT2000* will be taking advantage of the feature.

"A GAME CAN READ HOW HARD YOU'RE SQUEEZING THE CONTROLS AND TRANSLATES THIS INTO HOW HARD A FIGHTER PUNCHES"

Sure, your existing PS pad will work with PS2, enabling two-player games in the short term. But when those 'pressure sensitive' games appear, player two won't stand a chance. Soon, digital controls will be a thing of the past...

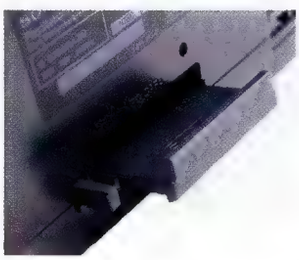
JOYPAD PORTS

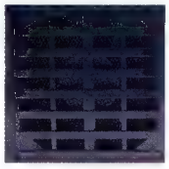
There are just two pad ports on PS2 (identical to the original PlayStation joypad ports) with a new matching MultiTap (see elsewhere) required for four, to eight player games. Alternatively, your existing PlayStation 'Tap will work fine.

MEMORY CARD PORTS

Once again, identical to the original PlayStation ports and similarly protected from the outside world with spring-hinged doors that slide inwards as you insert the slinky card.

EXPANSION PORTS
Forget this pic. Your still-under-wraps UK PlayStation will be different to this Japanese model, and instead of featuring a credit card-sized PC standard PCMCIA slot in the back, it'll have a huge port, protected from dust and prying fingers by a video cassette-sized, detachable doorway. The whopping great chasm it hides will eventually be home to the promised broadband/hard drive add-on to be launched late 2001 (see 'Broadband – What is it?' on pg69 for more info).



COOLING FAN

Look at the size of that thing! Sony aren't taking any chances with PS2 after early scares that original PlayStations were prone to overheating. PS2 draws a lot of power, so a huge 50mm fan is on board to keep things Fonz-cool. Not only does it allow you to keep your PS2 in operation 24 hours a day (and we have), but it's pleasingly much quieter than Dreamcast's noisy effort.

VENTILATION OUT
The fan at the back of the machine sucks air in to cool PS2's innards and blows it out through the narrow gill.

DIGITAL OUT

Like the digital output on the back of DVD and top-notch CD players, this delivers the impressive sound output of the PS2 to your posh Dolby Digital surround sound system in pristine digital form.

A/V OUT

Exactly the same size and shape as your original PlayStation's output and you can even use your existing S-Video, RF or SCART lead from here too. Future connection to the next wave of High Definition TVs is also on the cards, allowing you to connect an entirely digital medium via a range of still-on-the-drawing-board leads.

POWER SWITCH

Above the input for the power cord is the power switch. You can kill power to the PS2 here or alternatively, if you can't be bothered to reach around the back, simply press and hold the RESET button for a second to send PS2 into a power-saving OFF mode. A press of either RESET or OPEN will then wake it back up.

FREE WITH EVERY PS2!

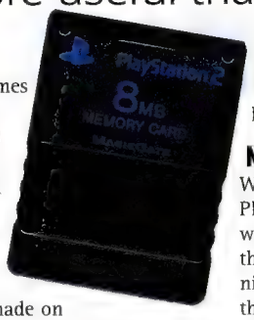
OPTIONAL EXTRAS Brand new PS2 not good enough for you, eh? Well, you might want to spice it up with these add-ons which will be going on sale alongside the machine. Some are a little more useful than others.

What else do you get for your £300?

VIDEO LEAD
Great news. In order for you to fully appreciate the full quality of the PS2 experience straight out of the box it comes complete with a SCART lead for connection to your TV. The bad news is that if you have an old TV without a SCART socket you'll have to shell out for the optional RF lead, which will be available from launch.

POWER LEAD
Yes! Plug it in via the power lead supplied! Wicked!

MANUALS & DEMO DISC?
The usual crop of paperwork, certainly, but there's been no confirmation of a disc yet...

8MB MEMORY CARD


It looks exactly the same as your normal memory card but it actually features eight times the capacity. This is an essential purchase as PS2 games will only save and load from PS2 MagicGate cards. MagicGate is Sony's new data encryption and compression format and is used in the latest version of its Memory Stick data storage device, which is also used in camcorders, cameras and other gubbins. So, while you can use your existing old PlayStation memory cards to resume saves made on your old PlayStation games, any PS2 activity will require you shelling-out for one of these.

VERTICAL AND HORIZONTAL STANDS

Nothing more than two triangular bits of blue plastic stuck on a black plastic base plate. The idea is that you place the stand on your table then drop the PS2 into them, making the unit less prone to falling over. While the vertical stand does have a use, we're still not too sure as to why you'd need a horizontal stand.

Basically, the stands make your PS2 look a little nicer – but even without them the unit is surprisingly steady in the vertical position thanks to the weighty power supply and tug-prone joypad ports being down at the bottom.

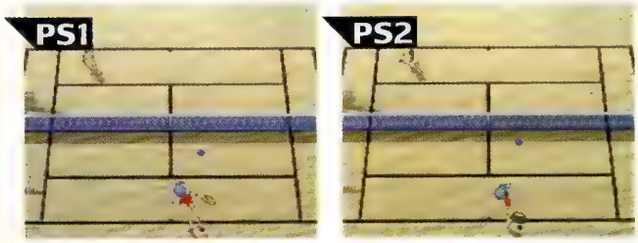
MULTITAP

While your existing old PlayStation model will work fine with PS2, you've got to admit that this one looks much nicer. It works in exactly the same way as before – allowing you to plug four pads and four cards into each port – giving a maximum of eight, should you require it, via a pair of 'Taps. Interestingly, the new 'Tap features a Y-shaped connector which plugs into both the joypad and memory card sockets – the original only plugged into the joypad port. Strange, that.

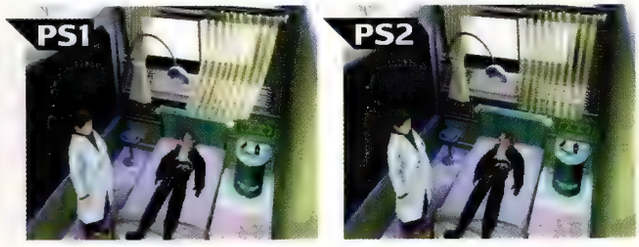
VIDEO LEADS
Want to use S-Video, composite or RF to connect to your hardware instead of the supplied SCART lead? Take yer pick.

PLAY PLAYSTATION ON PS2 Not only is it backwards-compatible with your old PlayStation games, but it makes them look and sound better too!

CRASH BANDICOOT 3 WARPED: With brightly coloured textures and shapes – as in all the *Crash* games – the texture smoothing skills of PS2 don't get much of a workout. Eagle-eyed viewers will be able to spot a little smoothing around that wall to the right though.



SMASH COURT TENNIS: An in-office favourite and one which, thanks to the simplicity of its graphics doesn't tax either the PlayStation or give the PS2 much of a chance to show off. Hi-res textures such as the court are unchanged between the two formats. Only lo-res content gets a tweak.



FINAL FANTASY 8: Another good example showing that the PlayStation's hi-res, pre-rendered textures – which form the backgrounds of the *Final Fantasy* and *Resident Evil* games – are unchanged. The smoothing affects only the polygons – in this case the textures of the characters.

RETRO
Thanks to PS2 using the original PlayStation processor to monitor the signals coming in from the input ports and joypads, when you throw in an original PlayStation disc this trusty chip leaps to the fore and runs the game with no messing at all.

VROOM FOR IMPROVEMENT
Buried at the bottom of an obscure menu in the PS2 Browser (see pg66) is the PlayStation Driver. There are two options inside this...
DISC SPEED: This loads your old PS discs faster. PS2's DVD drive doubles as a 24-times speed CD drive, and once enabled the PS2 remembers the setting. The NORMAL option is there to ensure 100% compatibility with all existing PS games, but we've encountered no problems with the FAST option.
TEXTURE MAPPING: Set it to COMPATIBLE and your PS games look the same. Go for SMOOTH and you'll be amazed...

METAL GEAR SOLID: Perhaps one of the best examples around at present is the texture-heavy *MGS*. See how the PS1 boxes look jagged and PS1-like? Now compare them to the same texture on PS2. See how the crate texture is blurred in an N64-style to appear more smooth?

BRAVE FENCER MUSASHIDEN: Like *Crash Bandicoot* the simple textures of the *'Fencer* get only a minor tweak. However the improved quality of the PS2 video output means that colours and edges are sharper than with the original – six year old – hardware.

CHASE THE EXPRESS: The character textures have changed very little, but once again we see that the real magic has been worked on the lo-res background texturing which now appears a lot smoother, less ugly and blocky. Once you've tried the smoothing option you'll never go back.

"LOW-RES TEXTURES IN YOUR OLD PS GAMES LOOK A WHOLE LOT SMOOTHER AND MORE REALISTIC"

SMOOTHING – WHAT IS IT?

Complex graphics? The PS2 will do your ironing for you.

The Smooth option in the PlayStation Driver smooths out textures in PlayStation games you play in your PS2. That is, the images mapped to objects in the games (which are usually low resolution and a bit blocky) are blurred using a system called Mip-Mapping. This examines each pixel and its neighbours, then merges them together to form a smooth, 'average' texture. The result is that the same low-res textures you've been used to in your PS games can suddenly look a whole lot smoother and more realistic despite there not actually being any more detail there.

Thing is, the effect is only really noticeable on certain games, those with basic flat textures and shading aren't improved at all (as you'll see in the examples at the bottom of pg64).

DRIVE ME CRAZY: The PlayStation driver option is where the clever stuff lurks.

CRUNCHY OR SMOOTH?: The texture mapping mode lies within. Take yer pick.

YOU GOTTA SPEED IT UP: You can also increase the speed (by approx 30%) too.

SMASHING: Then, once both options are enabled you can go ahead and play as normal.

STAND BY ME

So which will you choose – vertical or horizontal?

You can position your PS2 either in conventional horizontal style or an 'on end' vertical position. The machine works equally well in both, and four rubber feet on the underside and left-most edge mean that it's reassuringly topple-resistant when turned on its side.

Astoundingly, the tiny PS2 logo on the front of the drawer rotates through 90 degrees – stopping with a satisfying 'click' at two different positions, enabling you to have it the right way up regardless of how you mount your PS2. Nice touch.

START HERE...

Even the simple act of starting up your PS2 is a new experience...

You've plugged it in. You've connected it to your TV. Now, what happens when you actually switch your spectacular new system on?

First comes a fleeting moment of blackness, then a deep space scene quickly appears accompanied by an amazing sound that is the future. Imagine a 31st century Gundam attack-robot accidentally sitting on the keyboard of the world's most advanced synthesizer, left in the entry portal of a space cruiser piloted by Ryuchi Sakamoto – that's the sound. It's curiously discordant yet resolutely satisfying.

The Sony Computer Entertainment logo quickly appears amongst the interstellar debris – gas, red and green firefly-like comets and rotating clear cubes. The start-up is slightly different every time, being generated on the 'fly' (and we believe connected to the info on your memory card).

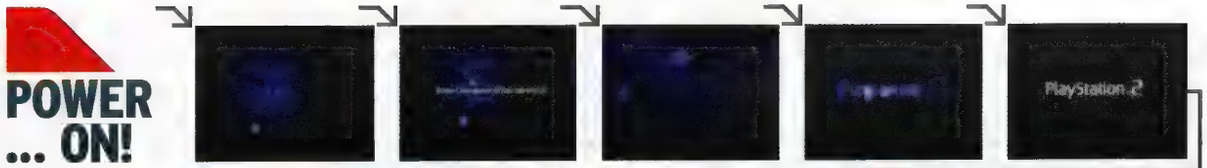
A second later the logo fades and the 'camera' rushes through the gas and stars to the blackness beyond. You've just started your PS2 for the first time. Now switch it off and do it again. And again... And again...

THE BROWSER

Start PS2 up without a disc inside and you're presented with the opportunity to tinker with all kinds of settings. And all via, quite possibly, the most gorgeous menus ever.

MEMORY CARD

The new memory card is great, featuring lots of data about when you saved the game, how much memory it takes up, how much is left on the card and even little animated icons so you can quickly tell which saved game is which. Cool.



POWER ... ON!

VERSION

The Version menu is to let you know what model PS2 you have.

Hmm, Diagnosis mode. Best leave this one well alone.

The first Japanese models (pictured) have these versions...

.. but some may be improved by the time PS2 hits the UK.

Here's where you find the elusive speed and smoothing.

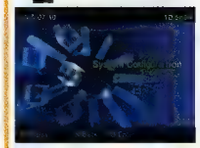
This is the one option you can tweak with here

Don't be surprised to see a different version of the DVD in the UK.

BROWSER

SYSTEM CONFIGURATION

Okay, first things first. You'll want to set your clock correctly



Got a widescreen TV? PS2 can pop the picture out to 16:9.

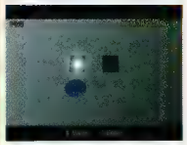
Got a Dolby Digital sound box? Switch on your digital out then.

Switch to superior RGB video output if you're using SCART.

If you want, you can run all the menus in Japanese...

Chill out and watch the crystals spin! It's the world's coolest clock!

MEMORY CARD

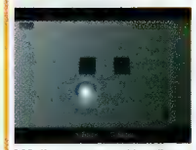


Memory cards appear as (hey!) little black cards in the Browser.

The content of the card is shown with lots of cute animated icons.

Select one to find out more while the icon dances about nearby.

PS2 GAME



PS2 discs appear as blue discs in the PS2 Browser screen.

Select it and this PS2 logo pops up with a cute 'doink' sound.

The game menu appears a few seconds later...

... then there's just a bit more waiting as the game loads...

... then you're up for a bit of full-on *Ridge 5* action. Easy.

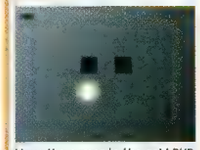
CD

Move the glowing cursor to the silver CD icon in the Browser

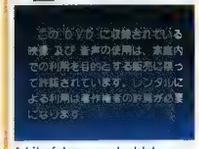
All the tracks on the disc appear as little coloured blocks.

Highlight one and select it to play. Now skip forwards and back.

DVD

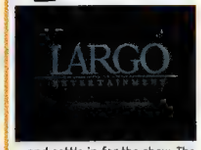


Move the cursor to the gold DVD disc on the Browser.



A bit of Japanese text lets you know that things are a-rumblin'.

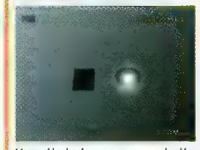
'Ello, 'ello, looks like our movie's about to start. Grab a chair...



... and settle in for the show. The quality of playback is excellent.

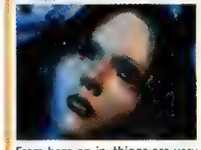
Even if your choice of movie might not be. Dude.

PSone GAME



Move that glowing cursor to the black Psone disc on the Browser.

Select it and you're treated to the logo screen we all know well.



From here on in, things are very familiar - it's *Tekken 3*'s intro!

Aren't you itching to see how the PS2 improves the old girl?

Aah... beauty. But you want to be playing *Tekken Tag*!

INFO
Sony have kept PS2's front end as simple as possible, with it magically sensing what's plugged in (or plonked in the drive) and offering up appropriate options in the Browser automatically. Expect little to change in the final UK version.

DVD: EASY AS ABC

UK PS2 to feature easy-to-use DVD playback straight out of the box

In Japan the program PS2 used to play DVDs was stored on the memory card, which meant that you needed to plug it into port one every time you wanted to play a disc. What's more, this program came on a System Disc supplied with the machine, requiring you to insert the card, load up the disc, locate the DVD download menu and transfer the program from the disc to card. The disc, which contained an abridged version of the manual and a short demo of DVD playback featuring some fish, was then useless. Fiddly, huh?

Sony said at the time that this method was used so that in the future, as the playback program improved or new DVD-based standards appear, they could upgrade your PS2's ability by distributing a new CD. What is more likely however is that in order to make the Japanese launch date Sony completed the PS2's design and spec before the DVD playback features were finalised.

In the UK the good news is that DVD playback will be stored in-hardware – meaning that none of that system disc and memory card malarky is required. Open the drawer, slap in your disc and you're off. And Sony promise that the system will be just as upgradable as the Japanese model, with new systems discs over-writing the program stored in a new chip inside US and UK models.

The downside to this simplicity is that as a memory card is no longer required for DVD playback Sony won't be including one in the UK pack. Ho-hum, you can't have it all.

SO HOW GOOD IS IT?

Let's settle this. DVD playback on PS2 is excellent.

We ran our PS2 with a copy of *The Matrix* and it produced a picture and sound indistinguishable from our dedicated £300 Philips DVD player. Job done. Comparisons with a £700 Pioneer model weren't quite so favourable. The Pioneer gave deeper blacks and sharper edges. Ghosting around fine detail became noticeable when PS2 ran side by side with the £700 pro's choice too.

However, the bottom line is that the £300 PS2 plays DVDs like a £300 player – and it plays PS2 games too. Tempted? You should be.

PLAY MULTI-REGION DISCS?

A short-lived cheat allowed American DVDs to play on Japanese machines. Here's how to do it.

- When the PS2 start-up begins fading to black hold down L3, ◎ and SELECT on a pad in port one.
- Or... Press down L3 (the left analogue stick) 'til it clicks on your DualShock 2.
- Or... Put in an old non-analogue PlayStation pad and simply hold ↑ as the DVD loads.
- Now highlight play and you're away.

Don't expect similar abilities on current Japanese or UK models.

GET YOURSELF CONNECTED

You're probably used to making sure that your PlayStation is SCARTed up correctly, and may even have dabbled with running the sound through your hi-fi. With PS2, be prepared to go a whole lot further.

While little has changed in the video department – the supplied SCART lead will give you the best picture possible – you can go more than a little crazy with the sound.

Connect PS2 to a Dolby Digital decoder and surround sound speakers and you can enjoy the full-on surround experience usually reserved for rich movie buffs. The PS2 will play back both Dolby Digital and, should the disc have it, DTS (Digital Theatre Sound) soundtracks from DVD discs. With the right hardware (any Dolby Digital amp and speaker set) you can enjoy full left and right front channels, a centre channel usually used for speech, a left and right rear channel and a separate sub-woofer track. It's just like being at the local multiplex.

"IT'S VERY 'FUTURE-TECH' AND DEFINITELY VERY MALE. ITS FACING FACADE IS EVEN RIBBED – PRESUMABLY FOR INCREASED PLEASURE"

DESIGN FOR LIFE

Games console or '70s stereo? The jury's out...

While PS2 is certainly striking to look at, opinion is divided as to whether it actually looks any good or not.

The choice of black as a base colour means that it fits right in with your black Sony TV and video and, compared to the off-white Dreamcast, it demands that you take it seriously. The console looks great horizontally but really comes alive in vertical mode – looking like a miniature Neo-Tokyo towerblock on your sideboard. However doubts have been expressed concerning its similarities to a '70s Bang and Olufsen stereo, coal scuttle, or elderly lady's electric fan heater. Clearly not a good thing.

Justin Copplestone, Director of Design at Good Technology, the graphic designers responsible for the look of the forthcoming *WipEout Fusion* on PS2, told **PSM2**: "It does seem to have two different identities – standing upright it's quite striking and sets up all the right connotations. Its clean, hard edges clearly indicate that it is not a toy. The vertical tower and neon blue detailing are reminiscent of a Silicon Graphics workstation and suggest serious computing power.

"It's very 'future-tech'," he continues, "and definitely very male. Its facing facade is even 'ribbed'– presumably for increased pleasure. Unfortunately, lying flat it looks alarmingly like an electric fan heater. Add a nice fake teak finish to the top and, hey presto, its an Atari 2600. Being able to rotate the PlayStation logo to match either position is a nice design touch though."

A stark contrast to early opinion in which one Internet wag described the machine as looking like 'Darth Vader's Toaster'. Guess you can't please all the people all the time...

TECH SPECS See how powerful your new bit of kit really is...

DIMENSIONS
301mm (width) x 178mm (depth) x 78mm (height) 12" x 7" x 3"

WEIGHT
2.1Kg (4lbs, 10oz)

MEDIA SUPPORTED
PlayStation 2 CD-ROM, DVD-ROM, PlayStation CD-ROM, Audio CD, DVD-Video

CPU

CPU	128-Bit Emotion Engine
System Clock Frequency	294.912 MHz
Cache Memory	Instruction: 16Kb, Data: 8Kb + 16Kb (Script)
Main Memory	Direct Rambus (Direct RDRAM)
Memory Size	32Mb
Memory Bus Bandwidth	3.2Gb per second
Co-processor	FPU (Floating Point Unit)
	Floating Point Multiply Accumulator x 1
	Floating Point Divider x 1
Vector Units	VU0 and VU1
	Floating Point Multiply Accumulator x9
	Floating Point Divider x 3
Floating Point Performance	6.2 GFLOPS
3D CG Geometric Transformation	66 Million polygons per second
Compressed Image Decoder	MPEG2 (DVD quality)

GRAPHICS

CPU	Graphics Synthesiser
Clock Frequency	147.456 MHz
DRAM Bus bandwidth	48Gb per second
DRAM Bus width	2560bits
Pixel Configuration	RGB: Alpha, Z Buffer (24:8:32)
Maximum Polygon Rate	75 Million polygons per second

SOUND

CPU	SPU2 + CPU
Number of voices	ADPCM: 48 channels on SPU2 plus programmable voices
Sampling frequency	44.1KHz or 48KHz (selectable)

INPUT/OUTPUT PROCESSOR

CPU	Current PlayStation CPU
Clock Frequency	33.8688 MHz or 36.864 MHz (selectable)
Sub Bus	32-Bit
Memory	2Mb
Interface types	IEEE 1394, Universal Serial Bus (USB)
Communication	via PC Card PCMCIA

DISC DEVICE

Drive	CD-Rom (24x speed), DVD ROM (4x speed)

PS2 - THE BEST SO FAR
And the highlights to come...

The look of PS2 games is already established, combining hi-res graphics and razor sharp edges with smooth textures and lashings of lighting effects. All topped off with motion blur.

Here's a look at some of the dazzling tricks up its sleeve.

TEKKEN 'EM ALL ON: Showing off the polygon pushing power and lighting FX.

GRAN THEFT AUTO: With 10 million polys on screen it doesn't get any more realistic.

VIDEOTECH: See how PS2 can play DVD video and lob polys on the top. Impressive.

FAWKING HELL: Millions of separate particles brilliantly illuminated and animated.

FUZZY FELT: By blurring textures and motion you'll forget that this is a game.

OOPS, THEY'VE DONE IT AGAIN: The combination of DVD and polys is amazing.

GOTTLE 'O' GEAR: *Metal Gear Solid 2* is currently the best example of what PS2 can do. Shame we have to wait 'til late 2001 for it.

TO IMPORT, OR NOT TO IMPORT?

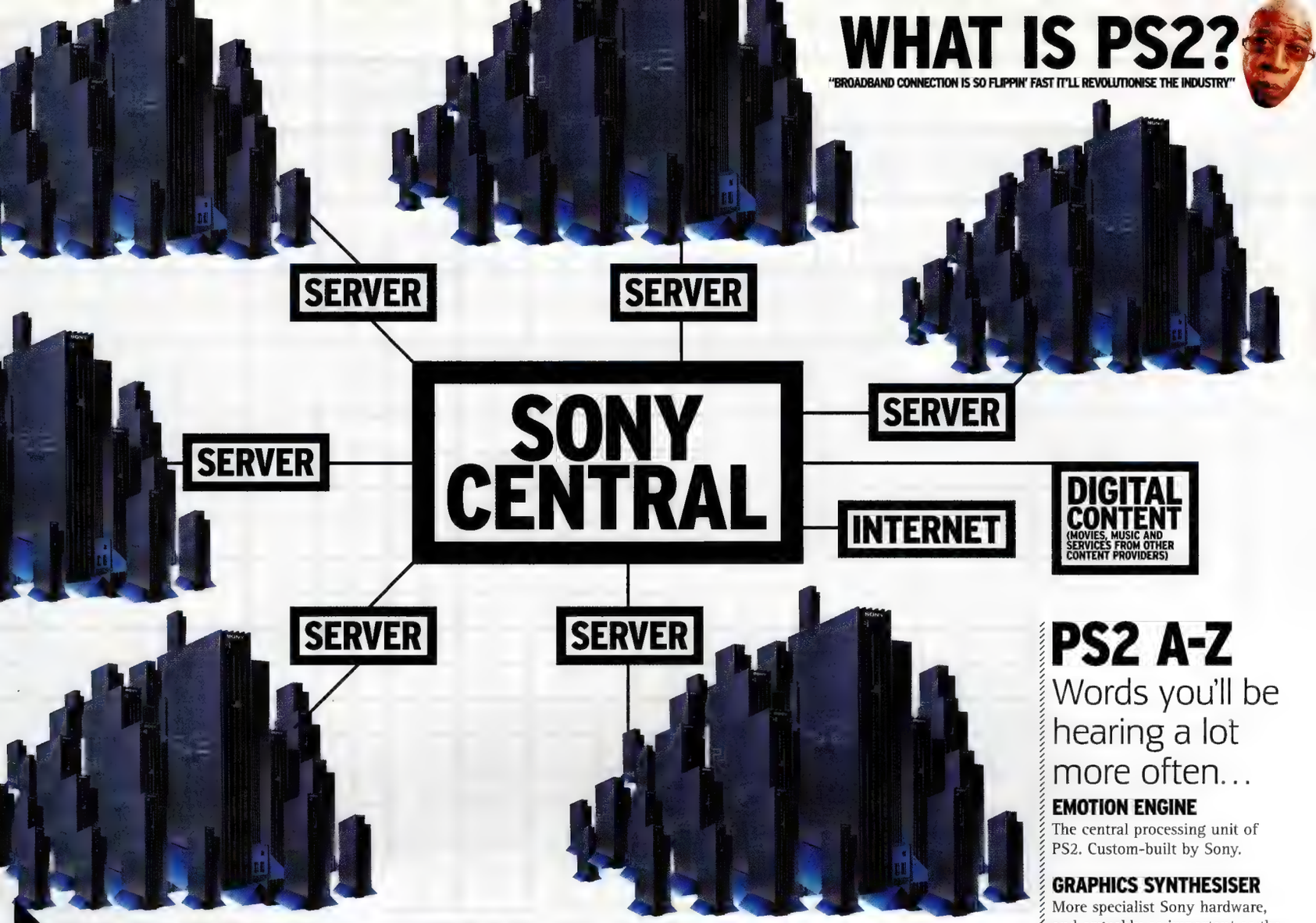
Hell, can you wait 'til November 24th? If not, you can always pick up a Japanese model right now – and after the £1000+ excesses during the Japanese launch you should now be able to pick one up for around £400. Phone around the shops you see in the small ads in this 'ere magazine.

YEAH, GET ONE IN!
- You get to play it RIGHT NOW!
- Not much more expensive than a UK model at the moment
- Buy and play games ages before you can get them in the UK
- Be the envy of your fellow man

NO THANKS, I'LL WAIT...
- UK model will be cheaper
- You can play UK games (instead of £60 imports)
- Play UK DVDs (not subtitled Japanese imports)
- It's ready for the UK broadband add-on

WHAT IS PS2?

"BROADBAND CONNECTION IS SO FLIPPIN' FAST IT'LL REVOLUTIONISE THE INDUSTRY"



BROADBAND - WHAT IS IT?

Get ready for a bright new digital future courtesy of PS2...

Let's get something straight – your PS2 cannot connect to the Internet. E-mail? No. Network games with other PS2 owners? No. Ordering pizza and hoarding porn? Forget it. If you want the Internet, buy a PC.

Of course, there's a good reason for this apparent gaff on Sony's part and that's because your PS2 will be a 'broadband device', with the broadband interface that'll make this vision possible arriving as an add-on for £100 or so in late 2001. What will it do? Well, rather than using yer analogue technology and a phone line, like your PC or Dreamcast, it'll be a digital device connected to a digital connection with the outside world. The result is that it'll work faster and be a lot more reliable. No big deal then.

Except it is. A broadband connection is so flippin' fast it'll revolutionise the entertainment industry. At present you might spend quarter of an hour downloading a grainy, matchbox-sized movie from the Net. With broadband you'd be able to download a 90 minute DVD-quality movie in about the same time. Then you can save it on your PS2 hard drive. Alternatively, why download it at all? Broadband is so fast that it can 'stream' the data to your PS2 live, loading and displaying the movie at the same time. So now you can browse a selection of movies or music, click a button and get instant DVD-quality playback, complete with full control over all playback functions.

"WITH LIGHTNING FAST ACCESS TO THE INTERNET, E-MAIL AND ON-LINE GAMING YOU MAY NEVER WATCH TV AGAIN"

Sounds great, doesn't it? But, as is the way with these things, there are a couple of obstacles to overcome first. First of all, next to no homes in the UK have access to broadband. We're talking about having an actual socket on your living room wall for PS2 add-ons to plug into. Have you? Exactly. Sony reckon that by late 2001 however, you will. It could be in the form of a cable TV socket or connection via your satellite dish 'n' box.

The second obstacle is the nature of the content that will be on the other end. Right now Sony are being vague about what exactly you're going to get once you go to all the trouble of connecting up. What seems likely however, is connection to a Sony run central 'hub' offering exclusive PS2 content (see diagram above). Sony Music and Sony Pictures Entertainment will mean there's no shortage of material they could put on their site for you to enjoy.

Perhaps there'll be a choice of movies on-line (changed weekly) and streamed in for a couple of quid a pop. Or selected tracks from new CDs to listen too, along with the opportunity to buy Sony CDs, DVDs and hardware. Of course it won't just be Sony offering stuff – expect a whole host of high profile big names in the Internet and entertainment industries to sign up too. As a bonus there'll be lightning fast access to the Internet. Finally, chuck in e-mail and on-line gaming and you may never watch TV again.

NO INTERNET ACCESS?

Yup, that's right. Sony hate analogue and feel that your 56K modem just can't deliver the data fast enough to do PS2 justice – they think that the current top speed of the Internet will make their new console look bad.

But there are already rumours of third-party manufacturers working on a modem to plug into the USB port. The problem is that since Sony will be manufacturing all discs, if they don't want a USB modem on PS2 they can simply refuse to press the modem's software disc. Also, what kind of browser it will use is anyone's guess. Netscape and Explorer (the two programs used by 99% of surfers) are PC and Mac programs, and their makers probably won't be interested in a costly and time-consuming port for what they may see as a limited market. Only time will tell.

PS2 A-Z

Words you'll be hearing a lot more often...

EMOTION ENGINE
The central processing unit of PS2. Custom-built by Sony.

GRAPHICS SYNTHESISER
More specialist Sony hardware, and arguably as important as the Emotion Engine.

MIP-MAPPING
Missing from the original PlayStation but present on PS2. Used to smooth textures.

DOLBY DIGITAL
A multi-channel DVD sound format supported by PS2.

DTS
Digital Theatre Sound. A rival digital sound standard. Again, supported by PS2.

USB
The PC and Mac standard connection system – the Universal Serial Bus. PS2 has two USB ports.

I-LINK
Also known as Firewire or IEEE1394. Universally adopted digital transfer protocol. PS2 has a single i-Link port.

ANTI-ALIASING
Missing from PS2, this feature smooths edges – hence early games such as *Ridge* and *Tekken* looking a little jagged in places.

JAGGIES
Those ugly un-aliased edges. You'll be using this phrase a lot...

PSM2 RATES PS2!

Here's how the new system shapes up...

PS2 DESIGN
Like a breeze block on its side but way cool on its end. We love it.
9 out of 10

DUALSHOCK 2 PAD
Very nice but hardly ground-breaking is it? Still, if it ain't broke...
7 out of 10

MEMORY CARD
Great design, a joy to use but no free one in the box? Cheapskates...
6 out of 10

LAUNCH GAMES (Japan)
Oh dear. Only *Ridge 5* did the business there. *Eternal Ring?* You said it, mate...
5 out of 10

LAUNCH GAMES (UK)
Ah, that's more like it. Robert Palmer finds it 'Simply Irresistible' we're told.
9 out of 10

DVD PLAYBACK QUALITY
Only the most evil of DVD boffins would gripe at your PS2's skills.
8 out of 10

FUTURE PROSPECTS
With games like *Metal Gear Solid 2*, *GT2000* and *TimeSplitters* on the way...
10 out of 10

BROADBAND OPTIONS
Shame it's all a bit ambiguous at present. And miles away too. See the previous page...
8 out of 10

WHAT IS PS2?

"THE GRAPHICS HARDWARE GIVES FRAME RATES IN EXCESS OF TWICE THAT OF A PC"

WIN THE FIRST UK PS2!

Here's how...

To get your hands on this amazing machine, we'd like you to amaze *us*. So, we'd like you to take a photo of someone 'famous' holding this, the premiere issue of **PSM2**, and – get this – *send it in to us*. If you can't find someone famous, just find someone who'll make us laugh out loud, get 'em to hold the mag and snap away.

RULES

The single photo that amazes the team the most (whether it's a top celebrity or just someone who'll make us laugh holding the magazine) bags its taker the PAL PS2. Send your entries to: **PSM2**, Issue #01's Amazing PS2 Giveaway, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Entries need to be in by Friday October 27th. The winner will receive their new system after the UK launch date and their name will be printed in issue #05. This competition is not open to employees of Future Publishing. The Editor's decision is – as is always the way – final.

SO EMOTIONAL

The beast at the heart of PS2...

Rather than power the PS2 with a conventional 'processor', Sony have instead blessed PS2 with the Emotion Engine... OK, this is actually a crock, as the Emotion Engine is just a processor after all – albeit a very fast one designed by Sony for exclusive use in PS2 rather than someone else's spare part.

While the Emotion Engine isn't actually that exciting after all, the Graphics Synthesiser is. Just as in the original PlayStation most of the *oomph* of the new machine isn't delivered by the processor, which keeps tabs on what's going on in the game, but by the custom graphics hardware – the thing that actually flings the stuff around the screen. The result is that while 300Mhz speed for a CPU isn't particularly tasty these days, the graphics hardware gives frame rates and on-screen polygon presence in excess, on paper, of twice that of a PC.

The combined power of the Emotion Engine and Graphics Synthesiser means that games will never be the same again. Be prepared for games featuring hundreds of realistic characters, each loaded with artificial intelligence of Vorderman proportions.

LAUNCH LATEST

OK. When and how much?

Like badgers at high noon, the exact details of the launch are still very much under wraps. The anticipated launch date of November 24th looks increasingly more convincing and a whispered launch line-up is taking shape very nicely. Sony reps are remaining tight-lipped at the time of writing, but the £299 price tag seems in-the-bag and we're told that "everything is on schedule, pending a change of circumstances in Japan".

Sony's pre-order process – in full swing by the time you read this – is designed to ensure that if you want a PS2, you can get one on launch day. Best get involved now to avoid disappointment. Here's the latest UK launch factburst.

Proposed launch day: November 24th
Likelihood that this won't change: 99%
Price: £299
20+ launch games (TBC), including: FIFA 2001, Tekken Tag Tournament, Ridge Racer 5, Fantavision, Formula 1 2000
And GT2000?: Late January 2001
Number of machines available at launch: 200,000
Expected to sell out: On launch day
Get one in: It'd be rude not to

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

ラシサ

タテイスカンチニシミモ

MARCUS

THIS IS HISTORY. THE FIRST EVER PSM2 REVIEWS OF THE FIRST PS2 GAMES EVER.

Which kind of explains the super-serious look on my twitching face. It's a huge responsibility – everyone's eager to find out what Europe's premiere PlayStation 2 dedicated magazine thinks of the first PS2 titles.

Which is why we've grouped together the cream of videogame journalism talent. The game fans opposite really know their stuff, and they'll make sure you'll always be playing the *right* games. You'll discover that PSM2 is more honest than many other mags, and we hope you'll grow to appreciate us for it... **PSM2**

If you feel a PSM2 review is unfair, treated a game harshly or praised it too much, then let me know. Send an e-mail to psm2@futurenet.co.uk.

reviewers フハワヌキニラ

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans

DUNCAN BAIZLEY

- **SPECIALIST IN:** Sports, Dancing
- **HAVING FUN WITH:** Stepping Selection, FIFA 2001

'Toucan' likes nothing better than clinging on to his youth by dancing like a loon in front of the TV. Odd man.

JOEL SNAPE

- **SPECIALIST IN:** Fighting, Shooting
- **HAVING FUN WITH:** Tekken Tag, PSM2's secretary

Small of size but rough of thumb, Joel 'Solid' Snape is our star Tekkenite. He practices Capoeira in the park at 8am.

DANIEL GRIFFITHS

- **SPECIALIST IN:** Driving, Shooting
- **HAVING FUN WITH:** Ridge Racer 5, Tekken Tag, Roses

Recently burgled Dan lost a video and PC, but they missed his new PS2! They won't be reading this then – TWATS!

ROBIN ALWAY

- **SPECIALIST IN:** Driving, Shooting, Platform
- **HAVING FUN WITH:** Ridge Racer 5, Tekken Tag

Mild-mannered, angry-faced Alway is a man you don't want to meet on the racing course. Brother of God, he's evil!

TIM WEAVER

- **SPECIALIST IN:** Sports, Shooting
- **HAVING FUN WITH:** FIFA 2001, Fantavision

The near-invincible 'Dream' Weaver shrugged off a chipped armbone this month just to review Fantavision...

JAMIE SEFTON

- **SPECIALIST IN:** Sports, Puzzlers,
- **HAVING FUN WITH:** FIFA 2001, Tekken Tag, Mince

Jamie has recently been the subject of a Tom Jones song. 'Sef-ton, Sef-ton' he chants, in his strange, lilting voice.

FRANK O'CONNOR

- **SPECIALIST IN:** Driving, Fighting, Platform
- **HAVING FUN WITH:** Anything but Sky Surfer

Frank lives in America, which is why we forced him to jump out of a badly animated plane. Again and again

ANDY DYER

- **SPECIALIST IN:** RPGs, Platform,
- **HAVING FUN WITH:** Fantavision, Spider-Man

Andy spent most of this month eating radioactive animals in order to obtain superpowers. And their souls

DAN JOLIN

- **SPECIALIST IN:** DVD movies, Beards
- **HAVING FUN WITH:** Tekken Tag, Jaws

While we give ourselves repetitive strain injury, Dan relaxes with a nice Chardonnay and a glass of popcorn.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

Got an import PlayStation 2 and fancy writing a short review for PSM2? Found a pre-ordering bargain for the UK PS2 that the whole country should know about? Got any dirt on the review crew above? Mail us now!

›UNRIVALLED INFORMATION フハウヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invent on yet
FANTAVISION
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
GAMER'S CHOICE
VERDICT
85

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シクミカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin. Until issue three all reviews will be of Japanese releases.

›HONEST AND ACCURATE シクミカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シクミカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

›HARD-HITTING シクミカノ キハワキア

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there are some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-90	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

RIDGE RACER 5 074
Best racer in the world or a *Ridge* too far? Get the verdict just over the page...

DEAD OR ALIVE 2 082
Tekken-lite with wobbly teats or the early king of PS2 fighters? PSM2 settles the score.

Fantavision 80
Golf Paradise 86
Sky Surfer 87
Driving Emotion Type-S 88
FIFA Soccer World Championship 90
Primal Image 94
All Star Pro-Wrestling 95
Street Fighter EX3 96
Stepping Selection 99
DrumMania 101
Jikkyou Powerful Pro Baseball 7 101
Rock'n Megastage 101
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Doukyo Billiards Master 2 101
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Jaws Anniversary Edition 102
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Summer of Sam 103
Bringing out the Dead 103
Midnight Run 103

PSone REVIEWS

Spider-Man 074
Alien Resurrection 074
Team Buddies 074
Sydney 2000 074
Terracon 074
Flintstones Bedrock Bowling 074
RC DE GO 074

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK NOVEMBER 24 JAPAN NOW

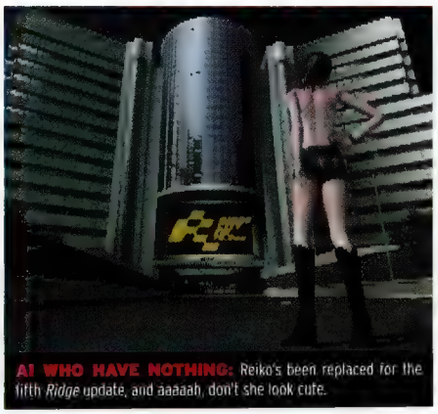
RIDGE RA

"IT'S EVERYTHING YOU'D EXPECT FROM A PERFECTLY FORMED ARCADE RACER - BLISTERINGLY

REVIEWER: Joel Snape

CER 5

FAST ACTION WITH THE RIGHT AMOUNT OF REALISM"



A! WHO HAVE NOTHING: Reiko's been replaced for the fifth *Ridge* update, and aaaaah, don't she look cute.

A Ridge game strenghtening the PS2 launch line-up? Namco look set to repeat history...

With everyone relying on Namco to single-handedly carry the launch of PS2 via the latest instalments of its two most popular series, disappointment was always likely. In fact, some journos seemed to positively relish giving *RR5* a thorough savaging, gleefully exposing the anti-aliasing problems and resultant jagged edges. Others swiftly leapt to its defence, pointing out that *RR5* had been rushed and should, for some reason, be exonerated from its failings. Which is all fine and good, except that none of it helps decide whether it's actually worth buying or not.

So, in the words of that irritating and psychotic, but still rather attractive, woman from the Renault Clio ads, here's the good news – *Ridge Racer 5* is great. It's still everything you'd expect from a perfectly formed arcade racer – blisteringly fast action with just the right amount of realism. You can powerslide or fishtail over the tarmac and fly off the brow of a hill leaving sparks where you land, but slamming into a wall at 200 mph doesn't give you internal haemorrhaging and fatal whiplash. Marvellous.

More seriously, *Ridge* has always been about speed – so there's very little to slow you down. Crash full-tilt into a barrier and you'll be bounced off with a negligible drop in forward velocity. Try to sideswipe another car, and virtually nothing will happen, although, happily, the computer cars aren't averse to blocking your attempts at overtaking or giving you a joypad-juddering

GAGGING TO BE TAKEN: Passing takes precision – dart out from the racing line and straight back. Don't stray too far off.

INFO

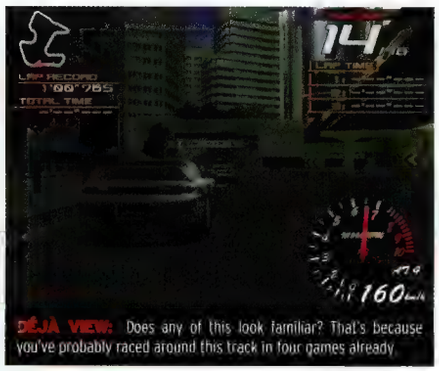
- **DEVELOPER** Namco
- **PUBLISHER** Namco
- **GAME TYPE** Arcade Racing
- **PRICE** ¥6,800 (see pg101)
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory card

FEATURES

- 36 cars available including a Pac Man Porsche, ghost scooter
- 14 tracks – six original, one oval, all mirrored
- Only two racing views and just first-person in two-player mode.
- Analogue acceleration

It's Ridge, as you know and love it. You won't have any trouble getting to grips with the Japanese version.

RE-REWIND: Breaking with the racing line will get you ahead around corners, but time the powerslide carefully or you'll lose it.



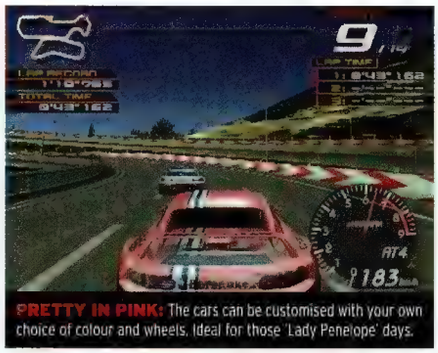
DÉJÀ VIEW: Does any of this look familiar? That's because you've probably raced around this track in four games already.

PLAY MISTY FOR ME

PS2 games will inevitably improve as programmers get more confident with the technology. At the moment, though, you're reduced to peering into the gloom, which takes a lot of the shine off the two-player mode. Compare the two shots below...

CRYSTAL CLEAR: Marvel at the beautiful scenery stretching off into the distance. If you're on your own.

THE FOG: Play with a mate, though, and you're reduced to racing through the scenery in a bad James Herbert novel.



PRETTY IN PINK: The cars can be customised with your own choice of colour and wheels. Ideal for those 'Lady Penelope' days.

INSIGHT

- The first two *Ridge* games, along with the original *Tekken*, offered Namco classic *Galaxians* to play during loading.
- None of the *Ridge 5* team worked on the first incarnation of *Ridge Racer*.

▶nudge. You might, if you're the vindictive sort, find the lack of opportunities for some really vicious driving a tad irritating, but that's not really the point.

Instead of *Ridge 4*'s 320 available cars, Namco have gone for fewer, yet more individualised vehicles. Starting with a mere six to choose from, experienced players can swiftly zip through the tracks to get the niftier cars sporting the horrendously fast Oval Engines. Once again, all the cars are fictional, but a new innovation comes in the form of the Duel cars. Getting to them requires an implausible level of racing skill, but they're an excellent incentive to keep improving.

If there is a niggle about the cars, it's that those with the best handling seem almost pointless. Powersliding and drifting are reasonably easy to master, so you might as well just pick the car with G-force-inducing acceleration and tear up the straights. If you're a fan of racing games, you'll already know whether you prefer this steering system to the spins and pile-ups of the *Gran Turismo* series. If not, then be advised that it's purely personal preference, but you can come first on a *RR5* course without once hitting the brakes, while *GT* retains the hazardous traction realism of motor sport

"A NEW INNOVATION COMES IN THE FORM OF DUEL CARS, AND GETTING TO THEM REQUIRES AN IMPLAUSIBLE LEVEL OF RACING SKILL"

MAKE MINE A DOUBLE: The two-player mode gives you the option to go head-to-head in GP or Versus.

Drop dead gorgeous. Look at it. Don't you just want to scrape that paintjob against a barrier?

"IF YOU'VE PLAYED ANY OF THE SERIES BEFORE, ESPECIALLY RIDGE RACER 4, THEN THERE'S ALMOST NOTHING ON OFFER HERE THAT YOU WON'T ALREADY HAVE SEEN"

legend. If cautious driving isn't really your thing, then *Ridge Racer 5* very well could be. It runs quite merrily at 60 fps – huge vistas unfolding as you tear around Ridge City – with pop-up seemingly eliminated. And of course, no PS2 game would be complete without the Big Three – heat shimmer, sun glare and reflective surfaces. The evident advanced gourad shading and an improved polygonal rendering engine make the backgrounds occasionally breathtaking. There's even the odd translucent surface. Oddly, some effects – such as *RR4's* headlight blur – have been toned down to a subtler level, but it works well.

UNDER THE BONNET

There are, however, some more noticeable shortcomings: the reflections are moving textures rather than being properly light-sourced and the trees aren't rendered in proper 3D – but if you notice it, you aren't moving fast enough.

If you've played any of the series before, especially *Ridge 4*, then there's almost nothing on offer here you won't have already seen. The▸

GO, SPEED RACER, GO: The Airport Oval - choice of speed freaks everywhere - is still there. A good thing.

EMOTIONAL DRIVING

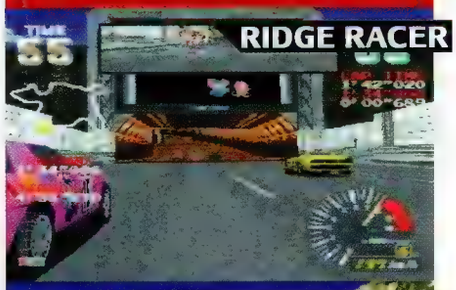
The cornering seems to have got more tricky in *RR5*, and powersliding is more important than ever. Slightly confusing: you can slam on the brakes for corners in Versus mode, but trying a similar stunt in the Grand Prix will see you whipped into a crash barrier.

POWER STEERING: It's only a shame you can't pull proper handbrake turns.

SLIPPERY TACTICS: Slide! Slide like the penguin from Fight Club!

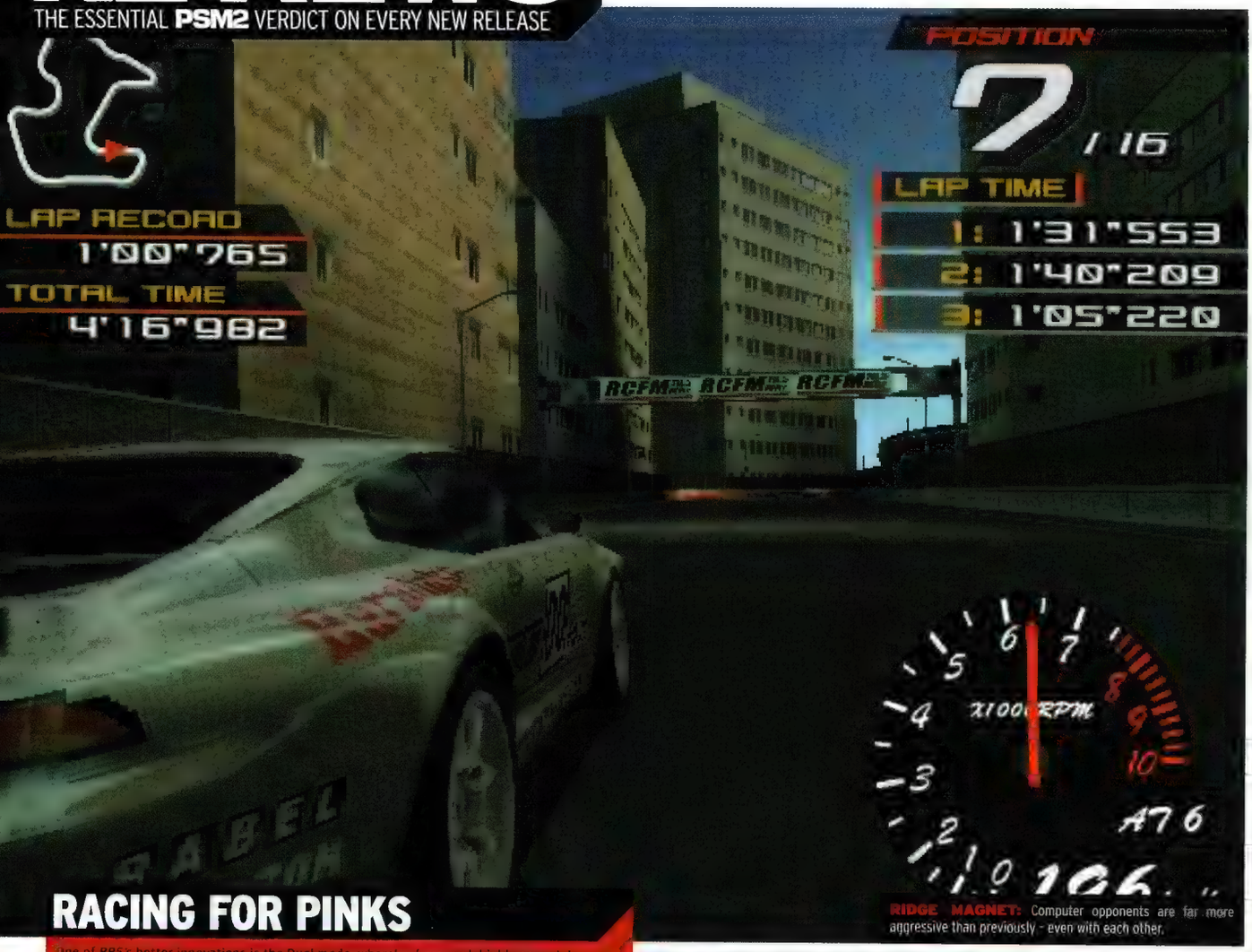
RIDGE RACER EVOLUTION

Since storming the PSone launch line-up, *Ridge* has progressed at varying speeds. *Ridge Revolution* offered rear-view mirrors and a split screen, while *Rage Racer* and *Type 4* took the action to new places. *Ridge 5* goes back to basics.



REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE



RIDGE MAGNET: Computer opponents are far more aggressive than previously – even with each other.

REFLECTOLOGY: All cars have a mirror-like shine.

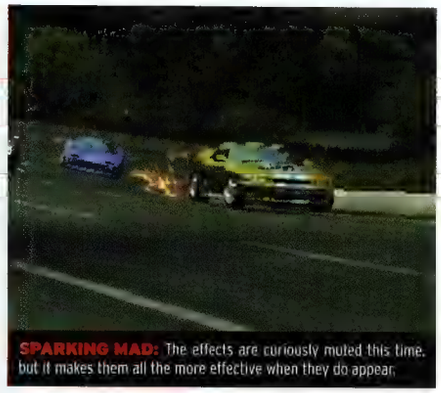
RACING FOR PINKS

One of *RR5*'s better innovations is the Duel mode, whereby if you rank highly enough in Time Attack mode, you can challenge one of the ferociously difficult 'rivals'. The winner gets the loser's car, in a pleasantly edgy gambling twist on Ridge City's usually bright and cheerful antics.

SPEED DEMON: You're going to have to race like Jesus on wheels to get them, mind

PACMANIA: It's even possible to race as everyone's favourite lemon-headed fat boy

CATCHING THE LOVE BUG: [illegible] and you'll never have to drift again. Handles like it's glued down.



SPARKING MAD: The effects are curiously muted this time, but it makes them all the more effective when they do appear.

screen. And yes, some of the edges do look a little jagged.

Then there's the little things that they still haven't felt the need to sort out. That announcer, for instance – exactly the same condescending comments every time, delivered in the same freakishly chirpy accent. Why not *Fantavision*'s honeyed mouthpiece or, perhaps, the booming tones of Brian Blessed? Anything but that whining faux-enthusiasm. Also, there are still only two main viewpoints – in-car and slightly-behind-car.

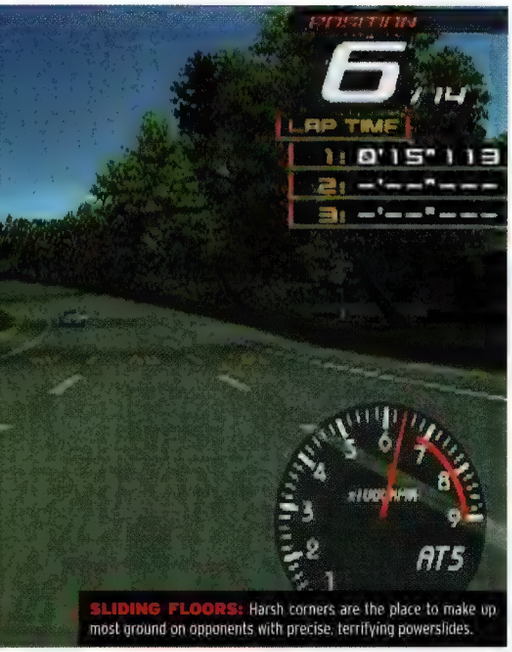
"THE TRACKS AREN'T THAT MEMORABLE, SO YOU'LL FIND YOURSELF CHECKING THE ON-SCREEN MAP JUST TO WORK OUT WHICH ONE YOU'RE ON"

▶ seven tracks feel comfortably familiar, and given that several of them incorporate the same sections (classic *Ridge*...), there's precious little racing variation. Apart from a nice looping section on one circuit which the computer players take so cautiously that a more reckless driver can scream past them on the inside lane, the tracks aren't even that memorable, so you'll find yourself checking the on-screen map just to work out which one you're racing on.

Given the immense power of PS2, some weather effects might have been nice – mirror tracks and night racing fall short. Disturbingly, while it's been eliminated in the single-player mode, the fogging is all too apparent in split-

They're both adequate, but how hard would it have been to match the view options of the coin-op. You might even think that some kind of rear-view mirror would be a possibility. Yes, there's the 'glance behind' button, but the sudden shift in view's so lurchingly-disorienting that it's difficult not to veer off to one side whenever you use it.

Oh, and for a game with such obvious arcade pretentions, the front end is ridiculously complicated. If you want a quick blast in Arcade Mode with your mates you each have to select your car, engine, transmission and spray job. Along with the versus menus and race intros, that's a combined total of about 12 button clicks and loading pauses before you can actually play. If



SLIDING FLOORS: Harsh corners are the place to make up most ground on opponents with precise, terrifying powerslides.

IMPACT POINT

The best way to stop fishtailing is to stay calm. The most fun way is to fling your car into a 360 and floor it. The only problem is that you're unlikely to win races like this.

FAST CARS, FASTER WOMEN

Ah, the *Ridge* cars. If only they existed in real life. There's less of them this time round, but they all have their own distinctive handling, and they're extraordinarily shiny and fast, like Duncan Goodhew. Get the Oval Engine E.O. and you'll need low-level psychic abilities to see the corners coming

SPEED DEMON: The EO, on the other hand, goes like a bat out hell, moves like a cheetah and steers like a cow. Fantastic.

you want to change any of your options, you'll have to go through it all again. Horrendous.

So, to the obvious contest – *RR5*, out at launch, against *GT2000*, which you'll have to wait for (*Driving Emotion Type*-S isn't considered, as it constitutes a cruel and unusual punishment rather than a game). Given some of the omissions here, you can't help feeling that this comparison was Namco's main concern, as they've clearly made a mild trade-off in quality for the sake of an early release. *GT2000* is shaping up beautifully, and if you can wait, might well be the better option. Otherwise, if you've got *Ridge 4*, don't even think about it. If you've got any of the others, think about it long and hard. If not, *RR5* is an enjoyable but undemanding playing experience. **PSM2**

The UK version of Ridge Racer 5 *will be reviewed in issue #04.*

AI FUKAMI

RIDGE RACER V

The new face of *Ridge*. Ai was drafted in to replace R4's lovely Reiko Nagase after the game stiffed outside of Japan. We come to the cut-throat world of scantily clad videogame mascots...

BOY RACER'S CHOICE

1. **GT 2000**
   Delayed but beautiful. If you can hold on...
2. **RIDGE RACER 5**
   Looks a bit rushed, but still roaring good racing action.
3. **WIPEOUT FUSION**
   Still under wraps, although unlikely to be anything but spectacular.
4. **DRIVING EMOTION TYPE-S**
   Squaresoft's second suicide attempt this month. Pretty, but near-unplayable.

PSM2 VERDICT

GAMEPLAY
+ Excellent analogue control, lovely car handling
- Upsettingly wimpy collisions.

GRAPHICS
+ Beautifully detailed
- Shockingly foggy two-player mode

SOUND
+ Throaty engine roar, pleasant music
- Incredibly irritating DJ

LIFESPAN
+ New cars, engines and tracks to unlock will keep you interested.
- Not all of which are different enough to bother with.

OVERALL
Stacks of fun, but hardly innovative. Definite room for improvement, especially where you really need it – in two-player mode.

74

SLICK

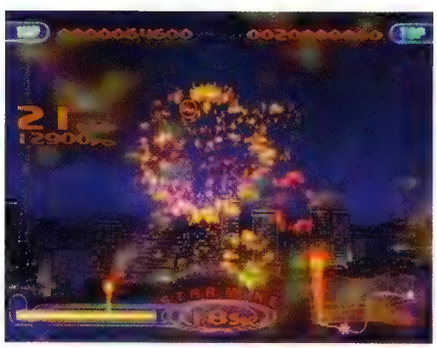
COLOURBOX: Get things right and *Fantavision* can literally explode into life. Link enough fireworks and the resulting lightshow can be truly unforgettable...

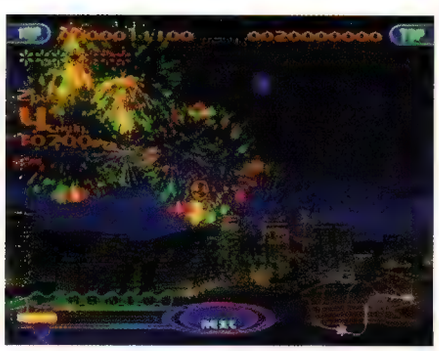
OUT UK NOVEMBER 24 JAPAN NOW

FANTAVISION

Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet...

REVIEWER: Tim Weaver





INFO

- **DEVELOPER** Sony Computer Ent.
- **PUBLISHER** Sony Computer Ent.
- **GAME TYPE** Action Puzzler
- **PRICE** ¥6,8000 (see pg101)
- **ESSENTIALS** 1 Player, DualShock 2 Memory Card

DETAILS

- Levels: Six
- Fireworks: Lots
- Fanta: None
- Scary 1950s kids: Two

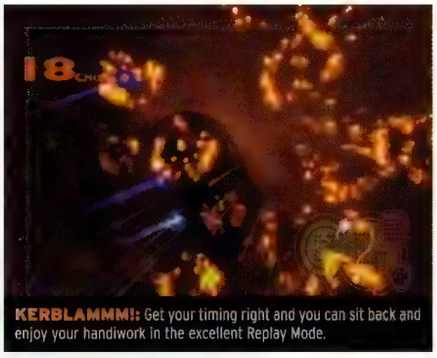
You won't need a degree in Japanese to figure out what you've got to do...

LETTERS HAVE LIGHT: Good fireworks mean a better choice of STARMINE letters. Get them all and it's bonus time.

SAY YOU'LL BE SQUARE: When bulbs are squared off, it means they're linked. Join 'em together, then set 'em off.

You may well be thinking: "Wait a second, I didn't fork out 300 quid for a PlayStation 2 only to end up playing a game where you have to arrange fireworks displays". And you'd be right. But, until you've actually sat yourself down and plugged in your DualShock 2, it's difficult to explain just how wondrous a thing fireworks can be.

Sony's European operation rated it so highly that they decided to include it in their launch plans. In Japan, it's not sold astonishingly, but then games like this rarely do. What *Fantavision* has done is attempt to invent rather than copy, and the multi-coloured results are impressive.



KERBLAMMM!: Get your timing right and you can sit back and enjoy your handiwork in the excellent Replay Mode.

LINKING EXPLOSIVES

Fantavision works like this: fireworks are pumped into the air, and using the left analogue stick, you have to select three like-colours and join them together. Once they're coupled, you can then set them off, creating showers of beautiful colour. But that's just the start. The computer starts lobbing fireworks, there are stacks of bonuses to be found, allowing access to bonus games.

To start with, *Fantavision* is a little confusing. The 'linking line' seems too random – sometimes allowing you to pinpoint a firework with ease and sometimes inexplicably just by-passing the firework even though you're desperately tapping ⊗, the linking button. This problem doesn't go away, and neither does the confusion of which multi-coloured bulbs up, making fireworks more difficult to link and combos more risky to pull off. With reaction times needing to be quick, you often end up linking different coloured bulbs together. Bad news for your energy bar.

The basic idea is very much akin to *Bust-a-Move*, though there are crucial differences. First off, you're constantly working against the energy bar, which diminishes all the time, and has to be topped up by pulling off hefty combos and keeping an eye out for energy boosts. Secondly, undetonated fireworks will fizzle out quickly – so you need to become almost dead-eye in being able to direct the analogue 'linking line'. And, thirdly, in amongst the colour is which during busy sections of the game, but you learn to live with it.

"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"

INSIGHT

- For the UK launch of PlayStation 2, Sony are rumoured to be releasing the two-player split-screen version of the game for only £19.99. At that price, it becomes essential...
- *Fantavision* is the first PlayStation 2 game that only works with the analogue stick.

BEATING THE GAME

Given the relative simplicity of *Fantavision's* premise, it's surprising how hard the game actually is. Even the first level, which starts off at a leisurely pace, is tricky, giving you only a minute or so to get familiar with the set-up. Later levels are equally tenacious, but the job remains the same. Even when the game inevitably frustrates and beats you, it's not because you're stuck, but that you simply haven't reacted quick enough.

Like all great puzzle games, *Fantavision* complements its straightforwardness with a phenomenal level of addiction. And while it'll undoubtedly live in the shadow of *Ridge Racer 5* and *Tekken Tag*, for now, this is PlayStation 2 at its innovative best. **PSM2**

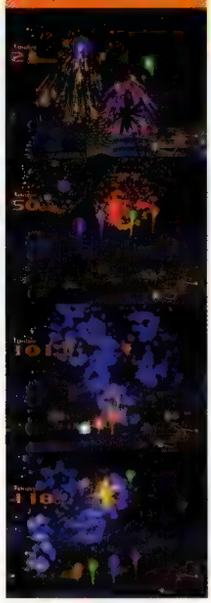
A two-player Fantavision will be available for the UK launch of PS2 on November 24th!

STAR VERY MUCH: Later levels venture into deep space, with this gorgeous intergalactic section complete with passing ship.

FEELING BLUE: A bee-yootiful explosion of blue and green – but *Fantavision* gets a whole lot prettier later on.

IMPACT POINT

One brilliant feature of *Fantavision* is the opportunity to replay some of your finest displays. Using a variety of camera angles, plus soft and hard focus lenses and different weather effects, you can traverse the heights and depths of the game's levels in order to view your best efforts.



MATCHER'S CHOICE

1 **TETRIS**
This classic Game Boy block-builder has the same intensely addictive premise as *Fantavision*.

2 **BUST-A-MOVE**
Coin-op classic *Bubble Bobble*, renamed in the West for no good reason. The best *Tetris* rip-off on PSone, and similar to *Fantavision's* fiendish coloured blob matching.

3 **FANTAVISION**
Ooooo. Aaaahhhhh.

PSM2 VERDICT

GAMEPLAY
+ Simplistic but remarkably playable
- Frustrating and confusing to start with.

GRAPHICS
+ Beautiful lighting effects and backgrounds.
- Doesn't exactly push the hardware.

SOUND
+ Tremendously cheesy elevator muzak.
- Tremendously cheesy elevator muzak

LIFESPAN
+ Rock hard later on, and pleasantly moreish.
- A great idea, but only six levels long.

OVERALL
***Fantavision* lacks variation, but it's a fabulous puzzle game – innovative and fun enough to stand up next to the likes of *Tetris*.**

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EXPLOSIVE

YOU HOLD 'IM, I'LL 'IT 'IM...

In the world of interpersonal violence, tag-teams are officially the 'Next Big Thing'. *DOA2* puts in a reasonable stab at tag combos, but the real fun comes in the 'Platoon Attack' – forward, forward, jab all the buttons and break the other player's legs while your mate jumps on his head. Charming yet simple, like the majority of the royal family.

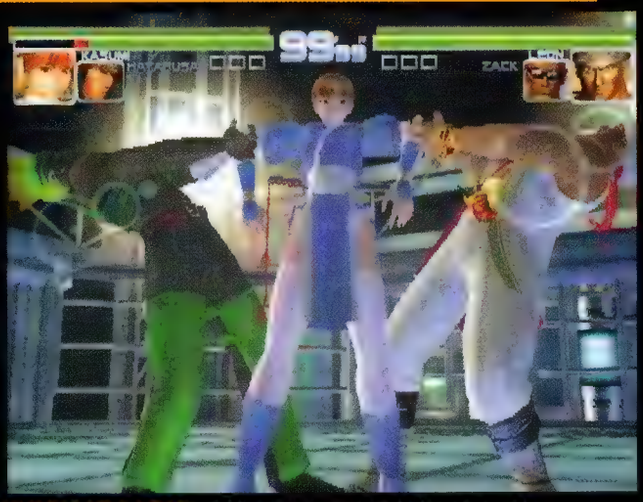
DUO SHOCK: The tag moves range from the traditional, pleasingly vicious and WWF-inspired, to the profoundly disturbing...

OUT UK DECEMBER JAPAN NOW

DEAD OR

"THE FIRST TIME YOU KICK SOMEONE THROUGH A STAINED GLASS WINDOW YOU'RE SO

The game with the wobbly, Russ Meyer-inspired vixens is back. But this time it isn't just for the hormonally imbalanced...



THREE IN THE HEAD: ... Still, they're easy enough to pull off after a couple of attempts, it's just a shame there aren't loads more of them available.

The best way to gawp at the sheer, ethereal beauty of *DOA2* is to play it in Story Mode. The first time the camera swoops around one of the arenas, you're left with scorched retinas, mild vertigo, and an overwhelming sense of smugness that you're playing the right machine. Quite what the 'story' involves is open to interpretation – it's in Japanese and consists mainly of people glaring moodily at each other – but the cut-scenes are all rather dramatic and dazzling, so that's not really important.

In the game proper, Tecmo have sensibly capitalised on the one area that *Tekken* ignores – interactive backgrounds. You can fight on precarious shanty-town rooftops, next to electrified fences or in collapsing snowdrifts. The first time you kick someone through a stained glass window you'll be so overjoyed that you'll probably doubt your own sanity afterwards. Even as you're arcing headfirst towards the pavement 30 feet below, you're gazing in wonder at the scenery around you. It might be rather a gimmick, but it's a fantastic one.

But then, just as the thrill starts to wear off a bit, it's all over. You've completed the game by madly thrashing at the buttons and hitting continue once or twice. The final boss is only a mild hinderence and completely engulfed in over baked motion-blur, which shows off the awesome power of PS2 by giving you a headache. And then you've completed it. With every character. Which reveals some extra costumes and precious little else. Time, then, to look at Tag Mode...

MASTERING THE TAG

If you have any mates at all, this is where you're going to be spending most of your time – so it's just as well that it's frantic fun. Most of the tag action is fairly tame – characters nip in and out with juggle combos, which is oddly unsatisfying. If you're playing with the right partner though, you can occasionally unleash a two-on-one move. These are basically glorified throws, but they're so spectacularly, surely-that's-a-foul-ref unfair that they never fail to entertain. In another nice touch, your partner can leap in from the top of the electrified arena, although they usually take a beating on the way down. Shame that you're ▶

"ALL THE PUNCHES AND KICKS CONNECT WITH SATISFYING THUDS - FLURRY PUNCHING SOMEONE INTO AN EXPLODING WALL IS EXCELLENT FUN"

HERE COMES THE SUMMER: Will there be a PS2 game that doesn't feature super-realistic glare? *DrumMania*, maybe.

INFO

- **DEVELOPER** Tecmo
- **PUBLISHER** Tecmo
- **GAME TYPE** Fighting
- **PRICE** ¥68,000 (see page 95)
- **EXTRAS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- 12 playable characters.
- Multi-level interactive playing arenas.
- Story, survival, team and tag modes.

You'll have absolutely no problem working out what's going on...

ALIVE 2

OVERJOYED THAT YOU BEGIN TO QUESTION YOUR OWN SANITY" REVIEWER: Joel Sna

THIS IS MODERN ART: Just look at that scenery. But not for too long, or you'll be thrown off it and battered unconscious, like crusty Gen Fu here...

IMPACT POINT

Jab, jab, double-spinning-back elbow into a wall. Which explodes. If you ever get tired of doing this, then frankly, you're tired of life.

COSTUME PARTY: If you don't like extra outfits, you'll be disappointed by the secrets unlockable in *DOA2*.

DUCKING AND DIVING: As in the first incarnation of *DOA*, evasion is crucial to success against experienced players.

DO YOU HAVE A FEAR OF FALLING?

THE MILE HIGH CLUB: This reminds us of *Mortal Kombat*, in a good way.

WHEN I'M CLEANIN' WINDOWS: Through stained glass – to a stain on the grass.

For those weaned on the infinitely large fighting arenas of *Tekken*, the chance to corner your opponents, or better yet, fling them off something stoopidly high, is one to relish. If you're feeling particularly vindictive, you can even aim to land on their full stomachs when you leap down after them. *Tekken Tag* just doesn't compare in this respect...

Silicone Heaven
Some things notably haven't changed since the first *DOA*. Mornin', Kasumi!

ENTER THE DRAGON: Somehow, you never quite get sick of Bruce Lee rip-offs and their entertainingly high-pitched voices.

▸limited to one arena (you can't, for instance, lob someone off a roof into the waiting arms of your partner), but you can always play the one-on-one versus mode.

As for the fighting itself... well. Since there are only two attacking buttons, you've got a fair chance of putting a decent combo together by just randomly hammering at them. Part of *Tekken's* beauty is that the ten strings are difficult to learn but tremendously fulfilling to pull off in a hectic scrap. In *DOA 2*, everything happens so fast that you'll do something amazing, then lose half your energy bar trying to work out how to do it again. That said, the counter system is quite nicely executed – you can counter high, middle or low – so, if someone keeps on using the same kick, it isn't too difficult to dislocate their leg. The computer players do this with frustrating regularity, but against a human it works well. The evasion system of holding down the block button or using the analogue stick to sidestep is similarly nifty. All the slaps, punches, kicks and throws connect with satisfying thuds – flurry punching someone into an exploding wall is excellent fun.

Whether this kind of thing makes for an involving, enduring playing experience however, is rather debatable. The lack of characters isn't necessarily a problem – after all, *Tekken* could probably have managed without Mokujin and Dr. B – but the fact that none are particularly likeable is. Half of them have seemingly been designed to look good in the 'bonus' schoolgirl outfits or occasionally flash their knickers mid-roundhouse kick – and there are plenty of Internet sites devoted to that sort of thing. In *Tekken* (look, I know, but it is the best beat-em-up ever), there's a huge distinction between fighting styles, to the extent that you can pit Bruce Lee against Jackie Chan (almost), but several of *DOA's* characters feel a bit overly-similar.

If you only ever play beat-em-ups against your mates, in a beer-addled haze of button-thrashing and inventive swearing, stick an extra ten percent on the score at the end of this review and buy *DOA2*. But if you want a game that you'll play on your own, growing calluses on your thumbs in an attempt to master it, then there's this other tag-team effort you might want to look at... **PSM2**

DOA 2: Hardcore, s
US and UK at the end
arenas, modes and a reworked

"DOA2'S SO FAST THAT YOU'LL DO SOMETHING AMAZING, THEN LOSE HALF YOUR ENERGY BAR TRYING TO WORK OUT HOW TO DO IT AGAIN"

INSIGHT

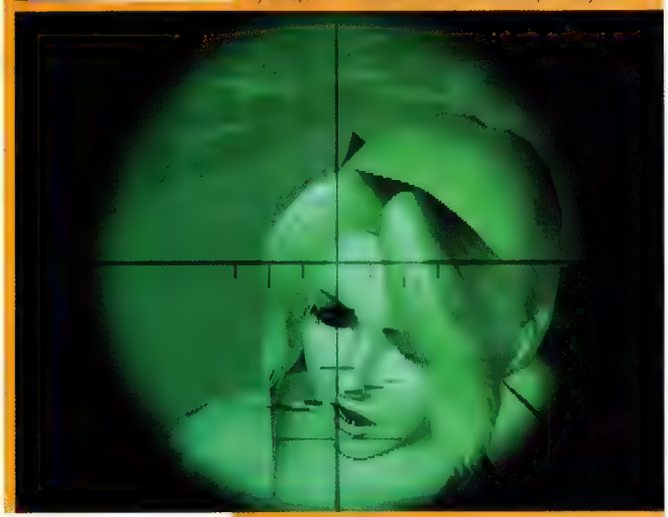
- Unlike the Dreamcast version, you can't set the amount of bounce on the female character's breasts. Get over it.
- Ryu Hayabusa has a fine shuriken-flinging pedigree, being the central character of the hugely popular (a few years ago) *Ninja Gaiden* series.

RYU... I AM YOUR FATHER

If you really need a reason for all the violence, then there's a plot of sorts, presented through beautiful cut-scenes. Some are just dramatic standoffs, while others introduce you to your character's more tender side – talking to animals, caring for sick children and so on. You'll get sick of them after four or five viewings (annoyingly, you can't switch them off either), but they look very special indeed. Gawd bless the PlayStation 2 and all her power...

FACE-OFF: They glare, they mock each other's fighting abilities, they scrap. Just like in all the best kung fu flicks.

VIVA DIVA: It's nice too see that they aren't all just high-kicking sociopaths. Helen used to be a world-class opera singer.


HEAD SHOT: ...until her mum got shot. The camera angles and swift cutting on the interludes gives them a pleasing movie feel.

FIGHTER'S CHOICE

1. **TEKKEN TAG TOURNAMENT** Still the king of iron fisticuffs.
2. **DOA2** That stained-glass-window-shattering combo makes it uncomfortably close for Namco.
3. **SFEX3** The original, but no longer the best, in glorious tag-team 3D.
4. **EHRGEIZ** Scenery-bouncing, box-hurling action on the PlayStation.

PSM2 VERDICT

GAMEPLAY
+ Plenty of combos and specials to play with...
- ... which are often accessed through frantic button-jabbing.

GRAPHICS
+ Beautiful. Smooth, detailed and oh! Those backgrounds!
- The female characters won't impress your girlfriend.

SOUND
+ Pleasing mix of thuds, crunches and throaty Japanese dialogue
- It does all get a bit repetitive, unfortunately.

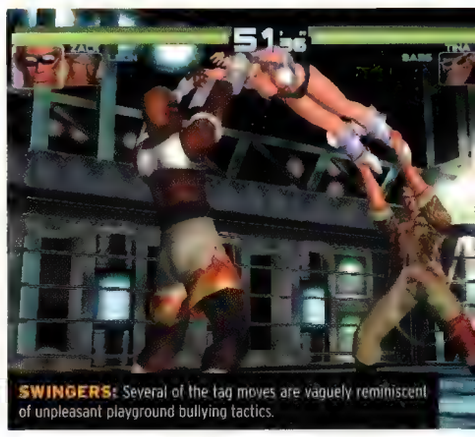
LIFESPAN
+ Good for occasional post-pub scuffles.
- Won't keep you awake at night.

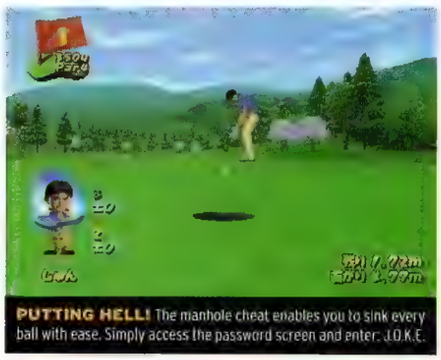
OVERALL
Inventive tag action and interactive scenery lift this well above the crowd – but if you're playing on your own, you won't be playing for long.

81

STRIKING

WATER FIGHT: Splashing about and admiring the saucy reflections is all very good, but doesn't add much to the gameplay.


SWINGERS: Several of the tag moves are vaguely reminiscent of unpleasant playground bullying tactics.



PUTTING HELL! The manhole cheat enables you to sink every ball with ease. Simply access the password screen and enter: J.O.K.E.

Down on yer putt
Disappointing backgrounds: bad.
Anime-style characterisations: good.

OUT UK TBC JAPAN NOW

GOLF PARADISE

This looks doomed to be steamrollered by the future release of *Tiger Woods PGA Tour 2001*. But don't let that put you off this flawed diamond's Anime magic just yet...

REVIEWER: Duncan Baizley

The course of true clubs never runs smoothly. Apparently. The Japanese launch of *Golf Paradise* was much delayed – a disappointing demo at the end of '99 sparked rumours of a problem with T & E Soft's specially designed Genesys-G Engine – but after much battering with a nine iron, it appears that the release is far from the disaster that most expected. So what are the chances of this perky, well-defined development becoming PS2's *Everyone's Golf*?

CREATING A NEW COURSE

The game's bundled with the usual options – tournaments, matchplay and a couples mode (and with the use of PS2's MultiTap you can cram four players in) – but, despite the lack of control development beyond the usual double-tap swingometer, *Golf Paradise* comes with a rather nice option up its Pringle. Switch through the menu and you'll find a once-in-a-lifetime chance to out-bunker Greg Norman and design your own course. Can't be arsed? Simply turn to the random generator, and you'll be given 18 custom-made holes – complete with wind, bunkers, water, trees... the lot. Endless courses mean you won't feel the creeping hand of déjà vu up your plus-fours everytime you play.

Seven characters are available at the start, ranging from a busty '50s dragstrip girl, to an ape-armed chunkster, and all characters have charming individual strops and celebrations that're performed with such style that the occasionally ludicrous histrionics are easily forgiven. You can take your chosen character from amateur status up to professional over a season, or play head-to-head against friends or the computer. Players' attributes can be improved with new equipment from the mandatory shop, but the availability of equipment very much depends on experienced gained, and the bulge in your trophy cabinet.

INSIGHT

- Play through the game and you'll reveal a character in a Playboy bunny suit.
- The Kevin Douglas character likes a smoke, now and again.

"ENDLESS COURSES MEAN YOU WON'T FEEL THE CREEPING HAND OF DÉJÀ VU UP YOUR PLUS-FOURS EVERYTIME YOU PLAY"

WATCHING THE BALL

Unfortunately, the camera angles are something of a let-down – *Everyone's Golf* employed some wildly imaginative viewpoints on the PSone, so where are the stomach-turning angles here? Which rather leaves *Golf Paradise* as neither one thing or the other – T & E Soft have taken the gameplay of the *PGA Tour* series and welded it to the knock-about accessibility of *Everyone's Golf*, and, needless to say, it comes out looking like the quirky, put playable, misfit brother of both. PSM2

INFO

- **DEVELOPER** T & E Soft
- **PUBLISHER** T & E Soft
- **GAME TYPE** Golfing Sim
- **PRICE** ¥5,800 (see pg101)
- **ESSENTIALS** 1-4 Players, DualShock 2, MultiTap 2 (for more than 2 players), Memory Card

DETAILS

- Seven characters
- Course generator mode
- Story and normal modes
- Strokeplay, mini-game and matchplay singles/doubles modes

The manual won't do you any favours, and there's a fair amount of menu negotiating. In-game though, things get easier...

PUTTER'S CHOICE

1 **EVERYONE'S GOLF 2**
Cheeky, loony but eminently playable. For everyone, in fact.

2 **GOLF PARADISE**
Sits between the realistic sims for serious players and cartoon land. Not quite as bad as it sounds.

3 **PGA RYDER CUP TOUR**
EA's classic franchise rolls on. Due to explode as *Tiger Woods PGA Tour 2001* on PS2.

PSM2 VERDICT

GAMEPLAY
+ Recognisable controls, easy to get hold of
- Limited. Nothing new except a funny stance control

GRAPHICS
+ Superb character animation, with some amusing expressions
- Let down by attractive, but static backgrounds.

SOUND
+ Nice motion effects.
- Ball sounds like a beanbag when it hits a green

LIFESPAN
+ Excellent course generation option gives limitless arenas
- Its quirks might end up doing your nut in..

OVERALL
A troubled development has limited a good-looking and enjoyable game. EA's sporting experience should buff it up nicely.

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ONE OVER PAR

OUT UK TBC JAPAN NOW

SKY SURFER

The thrill of skydiving and the sensation of free-fall on the most powerful console ever. But what have they done with the game?

REVIEWER: Frank O'Connor

Now this is one game that looks stunning in still screenshots – bright, primary coloured graphics, beautiful skyscapes and larger than life characters. It looks, in short, like Miyamoto's *Pilotwings*. But don't get your hopes up. This is a game based entirely around the eponymous sport of Sky Surfing – sadly a sport with videogame translation limitations that aren't helped by the unambitious nature of this rendering.

Sky Surfer's simplistic gameplay is at least easy to learn, if difficult to master. You're tossed unceremoniously out of an aeroplane at about 20,000 ft, with a snowboard (modified of course) strapped to your shoes. You have to use the not inconsiderable wind resistance to turn the board into a sail of sorts, and perform all manner of twists, tumbles and somersaults in 60 seconds. The ground, swelling far below doesn't become detailed until you're practically ready to smash into it, and at that point you need to deploy a 'chute and drift safely to a marked landing target.

BURST AMONG EQUALS: Popping bloody balloons is, unfortunately, a big feature of *Sky Surfer*. It's inexcusable, really.

SO WHAT'S THE PROBLEM?

The trouble with the gameplay, we reckon, is the – admittedly realistic – lack of obstacles. No rails to grind, no benches to leap and no traffic to avoid. It's just you and the colourless whoosh of wind. That means that variety is limited to just 13 tricks available to each of the three selectable characters. It gets dull all too suddenly.

From the start screen you're presented with a paltry four options. The first is the meat and potatoes game, Dive to Air – fall out of plane, spin 'til you're sick (or 'stunt') and parachute to safety. The second is Beat Balloon – the 'fun option' – where a massive fan propels you upwards, allowing you to pop balloons for *fun*. The third and fourth are (in order) a Demonstration option, where you can admire the preprogrammed, and effortless, free-fall of someone who cares, and the Option option – which at least allows you to disable the constant, and irritating, vibration function. The lightweight menus and absence of depth only emphasise the lack of imagination that's gone into *Sky Surfer*. And a game based on a sport that's long been blown-out by the onslaught of progressively more radical sports, seems... well, passe. Don't waste the energy scraping it off the pavement. **PSM2**

Sky Surfer looks set to feature at the launch of PS2 in the US and, most likely, in the UK...

INSIGHT

- Moves include the Zen-like 'Bending Reed', the odd 'Tidy Bowl in the Hole' and the frankly suspect 'Menhouse Surprise'.

"SKY SURFING – SADLY A SPORT WITH VIDEO-GAME LIMITATIONS"

STUNTED GROWTH: The fan allows you to stunt in a limited area. The basic moves soon wear thin, though – longevity is not *Sky Surfer's* strong point.

GLAD TO BE GREY: Backgrounds aren't much of a feature, until your parachute pops open ten feet above the ground.

INFO
- **DEVELOPER** Idea Factory
- **PUBLISHER** Idea Factory
- **GAME TYPE** Extreme Sports
- **PRICE** ¥6,800 (see pg101)
- **EXTRAS** 1-2 Player, DualShock 2 Memory Card

PlayStation 2

DETAILS
- Three characters, six boards
- Dive to Air and Beat Balloon modes

The language barrier is never a huge problem – it's the boredom is.

SKY JUNKIE'S CHOICE

1 **SSX**
It's not aerial, but if you like the look of this, you'll probably have much more fun with EA's Big *SSX* snowboarding game. It's exxxtreme. Dude.

2 **COOL BOARDERS 2**
The snowboard sim that spectacularly atoned for its first incarnation.

3 **SKY SURFER**
A 20,000ft belly-flop. It sounds great on paper but, boy, does it stink like the devil's own ass...

PSM2 VERDICT

GAMEPLAY
+ Initially fun to master the tricks
- They're basic. There's nowhere to use them. There's so few

GRAPHICS
+ Greatest rendition of invisible, featureless air... ever.
- Pop-up and rampant abuse of blur feature.

SOUND
+ Fancy J-pop tunes and lots of wind noises.
- The J-pop gets old pretty quickly

LIFESPAN
+ Kills time between searching for the game's receipt.
- Short, weak, repetitive and dull.

OVERALL
Like a bonus level from some unrealized, but infinitely more ambitious game. In fact, it would probably make a poor bonus level.

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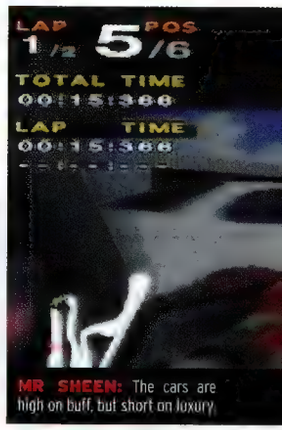
DREADFUL

BLURRED VISION: *Type S* has a unique, slightly blurry, dismal look that's as depressingly real as a wet weekend in Hull. It ain't as glam as *Ridge Racer 5*.



MR SHEEN: The cars are high on buff, but short on luxury.

OUT UK TBC JAPAN NOW

DRIVING EMOTION TYPE-S

The mighty Square's PS2 debut is a harrowingly hard rival to *Gran Turismo 2000*. Shame the only emotion it'll cause is a vein-bulging case of road rage... **REVIEWER:** Robin Alway

INFO

- **DEVELOPER** Escape
- **PUBLISHER** Squaresoft
- **GAME TYPE** Racing Simulation
- **PRICE** ¥6,800 (see pg101)
- **ESSENTIALS** 1-2 Players, DualShock, Memory Card

DETAILS

- 11 manufacturers, including Honda, Mitsubishi, Toyota, Mazda and Nissan
- Seven circuits
- Time trial and practice courses, including Racing Line and Pinpoint modes
- 46 cars

Like many of the Japanese PS2 titles reviewed this issue, the language barrier won't spoil your 'pleasure'

Realism, as a great philosopher once said, is an odd one. Especially when it comes to driving games. Squealing through the apex of a corner in *Gran Turismo* and feeling the tyres slipping away from under you, now that, we reckon, is the right amount of realism. But, when you're playing *Driving Emotion Type-S* and every car spins out like a fat man on a scooter on the shallowest of bends? And most vehicles won't even go in a straight line without constant steering tweakage? That has to be too much of the stuff.

This is, quite simply, the most perversely difficult driving game in videogame history. No one was expecting an easy drive from the people who brought us all nine volumes of the life-annexing *Final Fantasy* but, well, *really*. The car handling on offer here makes any other driving game – *GT*, *Colin*, *F1* on the hardest hardcore setting – feel like a trip down the shops in a Fiesta.

MORE REALISTIC THAN RIDGE?

The steering is horribly sensitive at high speeds and lolly-stick-in-bucket-of-glue unresponsive at a lower pace. And this applies as much to your first car – there's seven on offer from Honda, Mitsubishi, Toyota, Mazda and Nissan – to the Ferraris, Alfas and Japanese Touring Cars you unlock later on. Whatever you're driving, in whichever mode (arcade, two-player, time trial or practice), corners are to be feared. Negotiating them is so difficult that even CPU controlled cars can be seen spinning out, not so much out of realism we reckon, as the fact that the PS2 can't get to grips with the handling either.

DRIVING EMOTION TYPE-S

"TYPE-S CONFUSES BEING REALISTIC WITH BEING REALLY DIFFICULT"

WAX ON, WAX OFF: The Japanese touring cars you unlock later on (like this Castrol Supra) have epileptically twitchy handling.

FLIPPING HELL: Those precious car manufacturers, eh? No vehicles get damaged but you can flip cars at high speeds.

SCHOOL OF HARD KNOCKS

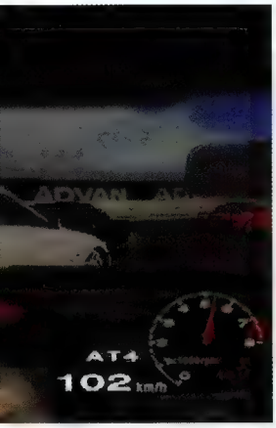
The handling doesn't get much better by learning in competition, so *Type-S* provides a Racing School mode where you can choose a course and follow a red line around some cones. Unfortunately, trying to follow the line at any speed over 30 kmh becomes extremely confusing, making this an ideal opportunity to learn how to drive like your Mum.

SALES REP #2: As if it wasn't hard enough, mardy AI means your rivals won't think twice about shunting into you.

IMPACT POINT

It comes, appropriately enough, when you're turning and Type S's nasty handling sends you spinning into the gravel. For the hundredth time. Even getting back on the track and driving in a straight line is more difficult to pull off than most other driving game's hairpins.

DASH IT ALL: The cockpit view shows a superbly detailed dashboard. It's a shame gear changes aren't animated, though.



Square have taken an uncompromising approach. You're pretty much forced to play from the cockpit view so that you can observe your driver's hands in relation to how much you're turning, but there are a few small victories in such a vicious game. Winning your first race comes as a bladder-emptying-after-five-pints relief and every win opens up more cars and circuits. There's no *GT*-style engine upgrading or car selling, but put in, ooh, several months of play and you'll potentially have all seven circuits and over 40 cars from 11 manufacturers to crash.

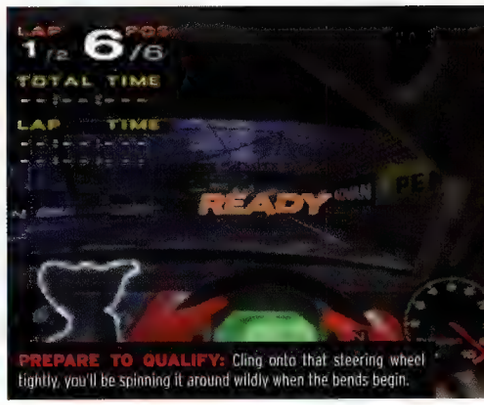
just cannot be tolerated in a sane gameplaying society. Unlike the still unbeaten *Turismo*, which makes you learn the cars as much as the tracks and always puts the blame for crap driving firmly at your garage door, *Type-S* confuses being realistic with being really difficult.

Ultimately, *Driving Emotion Type-S* is the credit card statement to *Gran Turismo 2's* spending spree. Failing a serious handling overhaul for the UK release, only a complete kill-joy would choose this over *Ridge Racer 5* (out for the UK launch of PlayStation 2) or even entertain the idea of buying it instead of January's big racer – *GT2000*. Sorry, Square. *Try harder*. **PSM2**

There's no news of a UK release yet and a lukewarm Japanese showing means it's by no means a certainty. Watch this space...

INSIGHT

Driving Emotion Type-S **is not Square's racing debut. They've also produced *FF/Mario Kart* rip off *Chocobo Racing* and something called *Rad Racer* that no one can remember...**

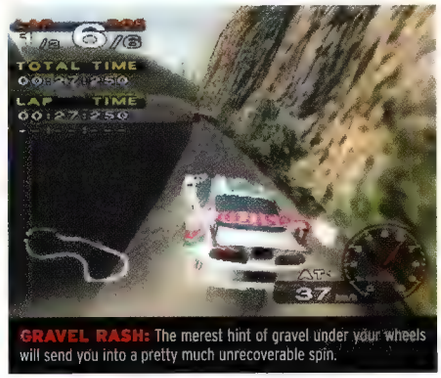


PREPARE TO QUALIFY: Cling onto that steering wheel tightly, you'll be spinning it around wildly when the bends begin.

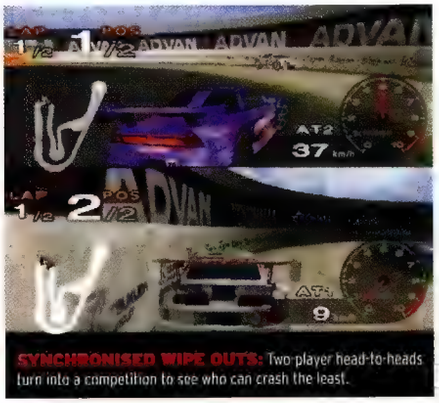
"THE STEERING IS HORRIBLE SENSITIVE AT HIGH SPEEDS AND LOLLY-STICK-IN-BUCKET-OF-GLUE UNRESPONSIVE AT A LOWER PACE"

Peering over the hugely realistic dashboard, you can't help but admire the scenery. The mountains, rivers and buildings are brilliantly detailed and drawn with a slightly blurry look that's much closer to real life than *Ridge's* super-bright surroundings. Shame the cars look more basic than the forthcoming *GT2000's*.

But no amount of perseverance can persuade us that *Driving Emotion* is any fun. That most crucial element of racing games – the handling –



GRAVEL RASH: The merest hint of gravel under your wheels will send you into a pretty much unrecoverable spin.



SYNCHRONISED WIPE OUTS: Two-player head-to-heads turn into a competition to see who can crash the least.

DRIVER'S CHOICE

1. **GT2000** It's being waxed right up for its early 2001 PS2 debut. The demo's stunning.
2. **RIDGE RACER 5** Rush-released for the PS2 launch. Hardly ground-breaking, but still goes like a cowpat off a bamboo cane.
3. **DRIVING EMOTION TYPE-S** Can't compete with *Ridge's* out-of-the-box blastability or *GT's* inevitable absorption factor.

PSM2 VERDICT

GAMEPLAY
+ Temporarily mastering the handling's extremely satisfying.
- Porridge-like control makes you shake your fist at the driving god.

GRAPHICS
+ Perfectly acceptable. The slight blur enhances the realistic feel.
- Cars look more basic than *Ridge's* and lack *GT2000's* luxury.

SOUND
+ Decent engine and skidding effects... *lots* of skidding effects.
- Free-form jazz soundtrack. Kenny G's probably hiding in the boot

LIFESPAN
+ The hardest game in the world. Mastering it could take months.
- With such unfair handling you don't want to persevere.

OVERALL
An audacious attempt to make the most realistic racer ever. But the handling's never convincing or, more importantly, any fun.

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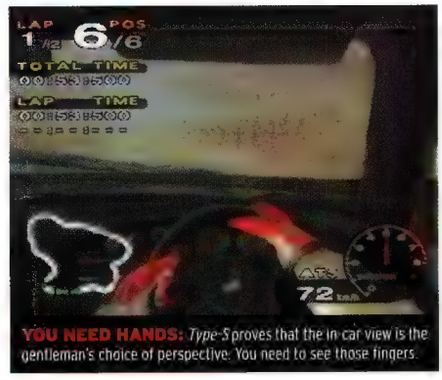
DIRECTIONLESS



YOU NEED HANDS: *Type-S* proves that the in-car view is the gentleman's choice of perspective. You need to see those fingers.

YOU'VE GOT NICE THIGHS
Welcome to the next generation of football sims. Graphics are simply stunning.

OUT UK NOVEMBER 24 JAPAN NOW

FIFA SOCCER WORLD CHAMPIONSHIP

The biggest football game in the world finally transfers to PS2. Is it an inspiring 'Figo' footie festival or just a bit of a 'Neville'? REVIEWER: Jamie Sefton

FIFA
- DEVELOPER: EA Canada
- PUBLISHER: EA Sports
- GAME TYPE: Football Sim
- PRICE: ¥5,980 (see pg101)
- ESSENTIALS: 1-2 Players, DualShock 2, Memory Card

DETAILS
- 47 teams, including your favourite English Premiership squads
- 5 play modes: World Cup, U23 World Championships, Exhibition, Training, plus five domestic league seasons
- 3 difficulty levels: Amateur (default), Hero, World Class
- Variable strictness of referees. Nice.

FIFA SOCCER WORLD CHAMPIONSHIP

"UNBELIEVABLY SMOOTH ANIMATION, MESMERISING ACTION REPLAYS, ATMOSPHERIC SOUND AND STUNNING GOALS BY THE SACK FULL"

GOLDEN COLE: The erratic Manchester United forward celebrates another glorious goal – after a hatful of easy chances.

HACK 'EM DOWN: Press the L2 button and your players converge on attackers in pairs. Number 5 is really paying attention.

After all the hype, you'd expect a PlayStation 2 football game to be a rip-roaring, action-packed soccer celebration, with incredible playability and graphics so well-endowed that they show the tangle-free sheen of Ginola's hair and latest media-approved tattoo on Beckham's back. Unfortunately, EA's *FIFA* series has always proved as inconsistent as a typical Liverpool season – possessing excellent polished presentation with patchy, frustrating gameplay. *Soccer World Championship* has to be the best looking *FIFA* game to date, but still has a few flaws that ensure a disappointing Quarter-Final exit rather than a legendary Cup Final-winning display. Let us explain...

Following an intro sequence featuring DJ Paul Oakenfold's terrace-trance and Japanese football legend Hidetoshi Nakata, the game starts by presenting you with a menu screen where you can enter a World Cup competition, try out an Under-23 championship, one of four European leagues, a training mode or a one-off arcade-style exhibition match. Then, once you've selected your favourite team and had time to tinker with an incredible wealth of options such as game time and CPU difficulty, you're ready to kick off.

"FIFA SOCCER WORLD CHAMPIONSHIP BOOTS POLYGONS AROUND THE SCREEN WITH THE ARROGANCE OF A FRENCH CENTRE FORWARD"

INSIGHT

- NHL ice hockey enthusiasts EA Canada produced the game.
- Hidetoshi Nakata plays his real-time football for Roma in Italy's Serie A.
- As well 'Oakie', Jamiroquai blunders on to the soundtrack an' all.

NICE TWISTS: Tap the shoulder buttons on the DualShock 2 for crowd-pleasing, Pele-inspired twists and turns. Sublime stuff.

BY 'ECK, IT'S GORGEOUS!

Graphics-wise, *FIFA Soccer World Championship* is a joy to behold, with the PlayStation 2 booting polygons around the screen with the arrogance of a French centre forward. Although there are only two stadiums the level of detail is incredible, with looming stands, an excited, partisan crowd waving flags, advertising hoardings, and TV cameramen that move to follow the action. Oddly, there are no weather effects, but matches can be played during the day, at dusk – with spectacular sunsets – or at night with believable player shadows cast by sparkling floodlights.

The players themselves are beautifully animated, with fluid multiple-framed motion-capture, realistic sporting mannerisms and authentic football shirts complete with in-your-face commercial sponsors.

Traditional *FIFA* cut-scenes are present again to add to the immersing atmosphere and to showcase the players' highly detailed individual faces – which although fall short of being photo-realistic, change and show different emotions depending on the action. For instance, say a refereeing decision goes against your player – you can clearly see him looking upset, shaking his head and gesticulating aggressively towards the officials. It's even more impressive when you realise that all these superb vignettes have been ▶

DARTH RADAR: A mini-representation of the pitch is included once again, so you can spot players 'having a bit of a wander'.

CELEBRATE GOOD TIMES!

The extra graphical prowess of the PS2 has allowed EA Sports to include even more of the extravagant goal celebrations that traditionally accompany their *FIFA* games. Animation is gorgeous and the facial reactions of the players is freakily realistic.

SNIFF THIS! The celebration animations only serve to rub in that you've let one in.

GIVE HIM ROOM! The bright floodlights trigger a series of fits in this *stupid* goal-scorer.

YOU SMILE! Players acknowledge the TV cameras focused on the game by running up to them and showing off.

THE SHINING: Cut-scenes are based on real goal celebrations from the world of football.

YES, MISSUS! An extremely rare celebratory pose from the England number 10.

THE BOTTLE O' BECKS: *FIFA* set-pieces remain one of the game's most accurate and enjoyable footie moments.

IT'S IN THE ONION BAG!

FIFA **scores can sometimes approach double figures – and** ***Soccer World Championship*** **is no exception. Although shooting is still an imperfect art, you can score some cracking net-busters, especially when you discover the infamous** ***FIFA*** **'sweet spots' for guaranteed goals.**

[illegible] Hit the ball from the right place, add a bit of swerve and bingo! Pick that out.

[illegible] The goalie stands rooted to the spot as the ball drops in the goal.

[illegible] Pressing L1 for a through-ball can sometimes provide the perfect striker's pass.

[illegible] Defenders are already walking back to their positions as the ball goes in.

SUPER-AGGRESSIVE PLAY

GET UP, YOU GIRL: Horrific lunges from behind almost look like art in super slow-motion.

If you're a fan of the Leeds Utd and Chelsea battles in the '70s, you'll appreciate the nasty, crunching tackles on show.

OOH, THAT'S PAINFUL! An awful challenge results in... nothing? Refs are often far too liberal

▶lovingly created using purely the in-game graphics engine.

HOW DOES IT HANDLE?

So what is it like to play? Well, if you're a season ticket holder of the previous *FIFA* games, then you'll love it. The control system is the same, right down to that nifty little 360 degree spin and flick that's so useful for ghosting past defenders. Also there are several 'sweet spots', as in previous versions, that'll have you banging in more goals than a home tie against Bradford City. It *is* fun to play, but when compared to the exquisite football experience that is Konami's *ISS Pro Evolution* on PSone however, *FIFA Soccer World Championship* starts to come apart at the seams like an England defence against any team with a modicum of skill.

The menu screens'll take a while to carve your way through, but the in-game action is clear enough...

Gameplay has definitely improved over previous *FIFA* incarnations such as *Euro 2000* though, with slightly better passing and more intelligent 'keepers. But there are still too many passes that go awry, leading to an irritating lack of team-play. The best way of scoring still consists of one player taking on the whole of the opposition.

The through-ball option rarely works either, and the AI of your team-mates barely lifts them above Sunday league standard. Many computer-controlled players on your team remain blissfully unaware of impending attacks or just bumble aimlessly about instead of making useful runs into space. All this means there's no subtlety to the game, with slow build-ups to play substituted by a mad pinball-like dash around the pitch.

SOUR GRAPES: For extra authenticity, all the team sponsors are on the shirts except those from Arsenal and Fiorentina. Hmm...

Tackling is one of the areas of the game that EA urgently need to address, as it remains a crude system that allows numerous bone-shattering challenges to occur without any punishment from the referee. There's nothing more annoying than going through on goal and having an opposition player hack your player down in a crunching David Batty-esque tackle, before running away with the ball unscathed.

Also, it's terribly difficult to control your shooting when you're through on goal, which is madness considering the analogue controls available with PlayStation 2. For example, we reckon a subtle and effective way of controlling the power of a shot could've been the use of the 256 levels of sensitivity on the fire buttons; hit the button softly for a tap-in, or bash it hard for a net-bursting scorcher.

WHAT ARE THE BEST BITS?

Despite the faults, *FIFA Soccer World Championship* still remains an enjoyable footie knockabout – especially when you're challenging your mates during a post-pub gaming session. There are many instances during a match when you can have heart-pounding goal-mouth action, the ball pinging around the penalty box and goalkeepers making incredible last-gasp saves.

Set pieces such as free kicks and corners are excellent too, and allow a great deal of skill and accuracy – including a power bar for shooting. The shoulder buttons have a set of nifty moves that can order defenders to close down an attacking forward or sidestep a heavy challenge with a balletic flourish. Plus, the actual important act of scoring a great goal is still a mighty thrill. If you volley a screamer past a floundering 'keeper, you'll be thumping the air and swearing in triumph.

The first *FIFA* on PS2 packs in the options too, including a chance to alter the in-game camera view and a superb 'customise player' feature that allows you to create some hilarious ginger-

"A SUPERB 'CUSTOMISE PLAYER' FEATURE ALLOWS YOU TO CREATE HILARIOUS GINGER-MULLETTED, WEIRD-BEARD MONSTROSITIES FOR EVERTON"

COSH SPICE: David Beckham is in trouble yet again after a nasty challenge on the opposition keeper. Will he ever learn?

ARTIFICIAL UNINTELLIGENCE: Building a decent attacking move can be frustrating, due to your team-mates' inability to read the game.

IMPACT POINT

Once you see your fabulous goal in a glorious Wachowski brothers *Matrix*-style 3D replay – you'll be gobsmacked.

mulletted, weird-beard monstrosities for the Everton squad. But the most impressive extras are the exhilarating controllable replays. These transform your goals into stylish set pieces, with the camera zooming around the action in impressively fast 3D. Even the standard instant replays have fantastic views, including one where the camera inside the goal shudders when the ball hits the back of the net in a magical *Match of the Day* moment.

IS IT WORTH GETTING?

So is *FIFA Soccer World Championship* worth slapping in your slinky new black box? Before any conclusions can be drawn, you have to take into account that this is a review of an imported Japanese-only title. EA is preparing a second-generation European version of the game complete with new motion-capture from players such as Paul Scholes and English commentary featuring a smattering of TV pundits.

The game really does have major potential and most definitely gives the best burst of *FIFA* yet, with unbelievably smooth animation, mesmerising action replays, involving set-pieces, atmospheric sound, exciting goal-mouth chances and stunning goals by the sack full. Unfortunately, there are still annoying quirks that prevent it from being a true representation of the beautiful game, with complex football moves replaced by a simplistic hit-and-hope slugfest containing inconsistent tackling, poor passing, horrendous heading and shabby computer-controlled players.

If EA Sports can spend the next few months ironing out the irritating flaws in gameplay, rather than adding more graphical whizz-bangs, they could have a world-beating football title that even the great Pele would be proud of. **PSM2**

FIFA Soccer World Championship will be released in the UK later in the year as FIFA 2001.

HOW TO BE A FIFA EXPERT

The training option allows you to practice certain elements from the game, such as penalties and golden goal extra time. Essential for trying out those shoulder-button moves and working out the best formation for your team before you plunge into the main *FIFA* tournaments.

SCORER BATTY? If only the entire England squad had worked on penalties before France '98...

BENDER! Free kicks can be taken from any position on the pitch. Note the power bar at the bottom.

MOTSON'S CHOICE

1 **ISS PRO EVOLUTION** Although the graphics aren't as polished, and the commentary's arse, Konami's football game is in a league of its own.

2 **ISS PRO '98** Still worth picking up second-hand.

3 **FIFA SOCCER WORLD CHAMPIONSHIP** Gorgeous graphics and enjoyable matches make this the best *FIFA* game yet.

PSM2 VERDICT

GAMEPLAY
+ Thrilling goal-mouth action, good set-pieces, spectacular goals.
- Simplistic, poor passing. Awful refereeing decisions.

GRAPHICS
+ The best looking football game you've ever seen.
- Occasional slowdown.

SOUND
+ Atmospheric crowd effects, some top notch tuuunes.
- The disappointing thud when you hoof the ball. Jamiroquai.

LIFESPAN
+ Numerous tournaments, two-player games, Premiership teams.
- Frustrating gameplay.

OVERALL
A beautifully designed game that has yet to have the maddening niggles of the *FIFA* series kicked out of it.

78

FLAWED

CATCH...! It's 1966 all over again as England lift the Jules Rimet trophy for the second time. Ah well, you can but dream...

YOU DIRTY OLD MAN: Bikinis, leather gear and a maid's outfit. Atlus go for the niche market of bed-ridden photographers who don't own cameras.

OUT UK TBC JAPAN NOW

PRIMAL IMAGE

Take virtual snaps of virtually naked virtual ladies. Some PS2 games won't hit the UK. This is one.

REVIEWER: Daniel Griffiths

Right, *Primal Image* starring Richard Gere and Edward Norton – Altar boy kills priest, lawyer Gere defends boy Norton. Is he innocent or a criminally insane schizophrenic? Or is it Richard Gere and Kim Basinger? And Uma Thurman is arranging flowers in a vase. No. Got it. *Primal Image* is a similarly psychopathic PlayStation 2 game that no-one should ever buy ever. Starring Richard Gere.

Quite how photographers persuade young ladies to get naked is one of the world's best kept secrets, but now you can thrill to the PS2 private dancing of three lovely young ladies. And a man.

Primal Image is a game of two halves. In one half you choose your lady (or the man) and then press a button to take photographs as said model writhes and pouts for your pleasure.

While nips are never out, some of the lady's three selectable outfits *are* leather or bikini-based. So you may want to draw the curtains before you play. After 30 sweaty seconds you're then marked for the quality of your pics and can save favourite efforts to memory card. Voila – *Pokémon Snap* for the raincoat brigade.

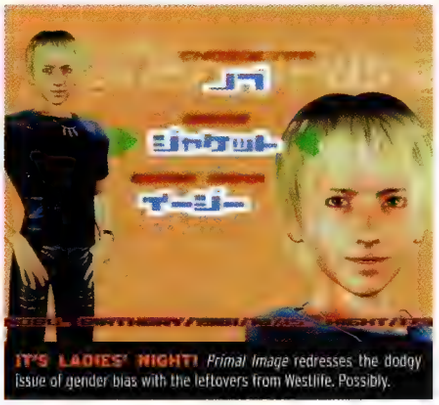
In the second (and even more worrying) half you select lady (or the man), outfit, and one of six locations (disco, pool, etc) and then pose them to your own perverted ends by slowly tweaking every joint and sinew. There's even a range of six different facial expressions and hand poses to choose from, so you can have her looking miffed and flicking the vees while you zoom in on her proudly presented arse.

Ultimately, the fluidness of the controls, awkwardness of multiple menus and general pointlessness of the whole thing render this little more than a grubby Japanese perv's curio.

Still, it's cheaper, easier and less messy than having some saucy ladies doing it for real. Or some men. **PSM2**

This looks dead unlikely to get a UK release. Find it on import in shops with no windows.

A large chunk of the in-game text is in English (see the screens). Only the 'modes' are in Japanese.



IT'S LADIES' NIGHT! *Primal Image* redresses the dodgy issue of gender bias with the leftovers from Westlife. Possibly.

"IT'S NOT THAT WARM IN HERE!" Pick up bonuses by capturing your subject's larking around on film.

"YOU'D LIKE ME TO DO WHAT?" Select an accessory from the menu, then watch as your model... er, holds it.

LOOK AT THE STATE OF THIS CARPET: No bonus domestic chore level. Just a uniform for serving cake in.

"HAVE A MODEL FLICKING THE VEES WHILE YOU ZOOM IN ON HER ARSE"

TWITCHER'S CHOICE

1. **KESSEN** Similarly watchable – but with ancient samurai horsemen.
2. **STEPPING SELECTION** Watch Britney and the Backstreet Boys writhe in syncopated foolishness instead.
3. **FANTAVISION** No ladies but lots of pretty fireworks.
4. **PRIMAL IMAGE** Take guilt-free pictures of ladies. Or a man.

PSM2 VERDICT

GAMEPLAY
+ Simple to play and highly laughable.
- Fiddly, annoying and above all pervy.

GRAPHICS
+ Disturbingly lifelike animation and poses.
- Drab and flat environments let the side down.

SOUND
+ Some speech coupled with a videogame-fare soundtrack.
- Only a couple of repetitive choons on board

LIFESPAN
+ There's an infinite range of poses to play with
- Boring and disturbing in minutes.

OVERALL
Funny, amazing, funny, annoying, boring, funny and upsetting – in that order. By all means look but do not touch.

06

MUCKY

PAYING THE PRICE FOR A MULLET: The action is elephantine slow, and the amount of input from your control is questionable. Nice slacks though.

HAVE A KIT KAT: Pulling off spine-twanging slams like this will have you cursing the dumb-ass double-analogue controls.

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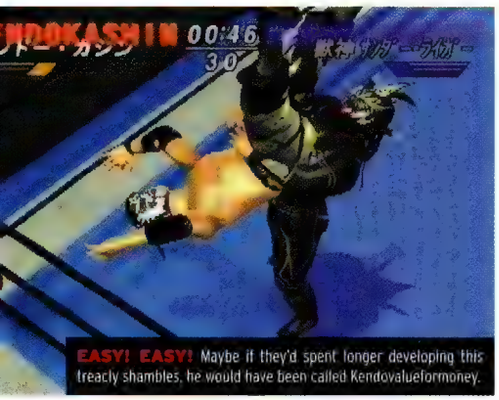


EASY! EASY! Maybe if they'd spent longer developing this treacly shambles, he would have been called Kendovalueformoney.

ALL STAR PRO-WRESTLING

Oily men cuddling in a ring? Wrasslin' really shouldn't be fun. And this isn't.

REVIEWER: Joel Snape

Ever had one of those dreams when someone's pursuing you and all efforts to escape are hindered by the ground being made of sticky toffee, so when you wake up it's an incredible relief just to move normally again? No? Oh. *Anyway*, that's exactly the feeling you get from switching off *All Star Pro-Wrestling*. There was a time when wrestlers moved like this – but that was before steroids were invented.

All Star's graphics, although they're mostly pictures of overweight men in costumes that even fans of WWF will laugh at, are smooth enough, and there's a pleasing array of rope-twanging, moves, despite the suspect collision detection.

Try to actually play the game, though, and you'll be choking back tears of frustration as your wrestler gets knocked over, struggles... to... his... knees... then gets knocked over again. And again. Really, *really* slowly.

Not that the control method helps. In an attempt to innovate, Squaresoft have concocted a bizarre system that uses both analogue sticks – an even worse idea than it sounds. When you're looking around in *Tomb Raider*, analogue control is essential, but when you're going for a precision special move in *All Star* it's ridiculous, reducing most matches to trial-and-error pad-thrashing.

Of course, this isn't too much of a problem, because the AI is so hopeless that you can nip off for a pint during the heavyweight championship, then come back and win. Alternatively, you can spend ten minutes laboriously pummelling Johnny Badman without a flicker of retaliation, only to have him suddenly smash your sorry face into the mat and pin you at his first attempt. Grrrreat.

Sigh. I'm trying to be nice – I like wrestling. I like being able to batter your opponent with a chair or double-team him with your manager's help. But *All Star* won't let me do that. If you battle your way past 25 lardy behemoths in Challenge mode, you get their autograph. No cages, no tag teams... just a squiggle on the screen. It's a poor reward. We hate it. Make it go away... **PSM2**

All Star Wrestling almost certainly won't be coming out in the UK. Rest easy.

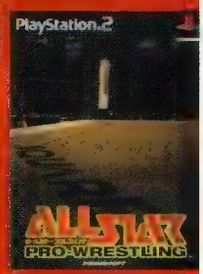
INSIGHT

- The playable characters include real-life UFC fighter Don Frye, and Rikidouzan, a guy who was actually killed in a bloody knife fight during the '50s

"YOU CAN SPEND TEN MINUTES LABORIOUSLY PUMMELLING JOHNNY BADMAN, ONLY TO HAVE HIM SUDDENLY SMASH YOUR FACE INTO THE MAT"

INFO

- **DEVELOPER** Squaresoft
- **PUBLISHER** Square
- **GAME TYPE** Wrestling
- **PRICE** ¥6,800 (see pg101)
- **EXTRAS** 1-2 Players, DualShock, Memory Card



DETAILS

- Features realistically flexing muscles, although they're not that obvious
- Custom rings
- Secret characters, including – gah! – girls in bikinis

It'll take you ages to begin wrestling – lots of Japanese text-driven menus and league tables

HULKSTER'S CHOICE

1. **WWF SMACKDOWN** All the mayhem you could possibly ask for.
2. **TEKKEN TAG** If you played as King, Armor King and NO-ONE ELSE.
3. **WALKING INTO A BAR...** And throwing a pint over the fattest, sweatiest man there. In real life.
4. **ALL STAR WRESTLING** Slightly worse than being the filling in a Big Daddy and Giant Haystacks sandwich.

PSM2 VERDICT

GAMEPLAY
+ 'Interesting' attempt at an innovative control system.
- Although it fails completely. You cannot 'play' this game

GRAPHICS
+ Lovely and detailed, if you like glistening sweat...
- ...and not movement. Not much variation, either.

SOUND
+ Authentic theme tunes, realistic-sounding slaps.
- Two-tone crowd chants that become intensely irritating

LIFESPAN
+ The pain doesn't last too long...
- If you snap the disc in half and shave with it.

OVERALL
As your Mum would say – have nothing to do with it. We demand a solid, *sharp* wrestling game that makes real use of PS2 power – and NOW, dammit!

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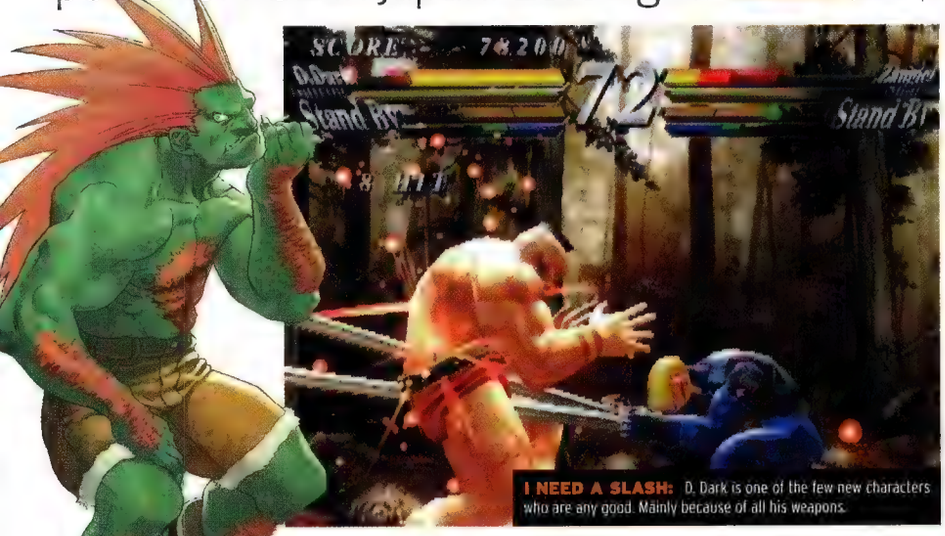
MEAT-HEADED

SKELETON CREW
Skullomania. Good grief. He's got a really annoying voice, as well.

OUT UK NOVEMBER 24 JAPAN NOW

STREET FIGHTER EX3

It's an ultra-new version of the legendary game, and the first beat-em-up to taste the power of PS2 in Japan. Let's fight! REVIEWER: Joel Snape



I NEED A SLASH: D. Dark is one of the few new characters who are any good. Mainly because of all his weapons.

LAST MAN STANDING: The Dramatic Battle mode is much more fun than this screenshot suggests.

When you first play *Street Fighter EX3* it seems to be actively trying to put you off. It all starts on the character selection screen (well actually, it starts with the intro's horrendously ugly renderings of Ryu and Ken, but you'll have skipped that). Skullomania, the 'ex-businessman turned bareknuckle fighter' in a skeleton outfit is still there, as are too many forgettable characters from previous games and a couple of scantily-clad ladies.

Come to that, did anyone ever play as Dhalsim in *Street Fighter 2*? Did you feel a gnawing sense of discomfort when deprived of the ability to do the Yoga flame in later incarnations? Probably not. Anyway, with a deep sense of foreboding, you pick Ken. He appears in the game, and he's in pink. Honestly. But then you start to play, and magically, all your doubts go away. It is *Street Fighter* – the game you wasted your youth playing in dingy, smoke-filled arcades – but on the PS2, with 3D graphics and a tag-team mode.

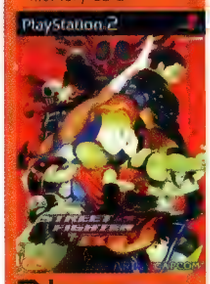
Actually, you're really spoilt for choice in the multi-player scrapping department. There's traditional two-on-two action in a *Tekken Tag* stylee and one-after-another team play circa nearly every 3D fighter these days. And then there's the wonderful, riotous, Dramatic Battle

INSIGHT

- Arika was founded by the original designer of *SF 2* – the *EX* series are the only other *SF* games he's worked on.
- The fighting styles in the game are all based on kung-fu films, rather than actual disciplines.

INFO

- **DEVELOPER** Arika
- **PUBLISHER** Capcom
- **GAME TYPE** Fighting
- **PRICE** ¥68,000 (see pg101)
- **ESSENTIALS** 1-4 Players, DualShock 2, MultiTap 2 (for more than 2 players), Memory Card



DETAILS

- 25 playable characters, including nine hidden characters and several old favourites.
- Two- or three-against-one Dramatic Battles alongside traditional tag team action.
- Mission-based, yet incredibly confusing, create-a-character mode with new bloke Ace.
- New tag combos, Meteo combos and momentary-hit stun combos. No, it makes sense when you play it.
- Bronze, silver and gold medals awarded during the game unlock extras.
- 'Emotional Flow' feature allows you to take over a fallen comrade's super-gauge.

FIST OF THE NORTH ARSE: Actually, annoying as he is, he's got some pleasingly comic-book moves.

ACES HIGH: The create-a-character mode lets you 'buy' moves by completing 'missions'. It's too complicated and slightly RPG-ish.

mode, where you take on two or three computer characters at once. It's a bit hectic – and blocking, or even hitting the right character (crucial at times, because the last fighter you knock out offers to join your posse), can be tricky. On the other hand, pulling off a super ha-do-ken against overwhelming odds is tremendously fulfilling.

Not only that, but completing the game earns you the right to slap ten or so shady characters around while the credits roll. Taking out the lot of them with a well-timed super hurricane kick is the kind of thing that gives you a warm feeling inside and a bright vision of a future in which Capcom makes multi-player fighting games. Maybe.

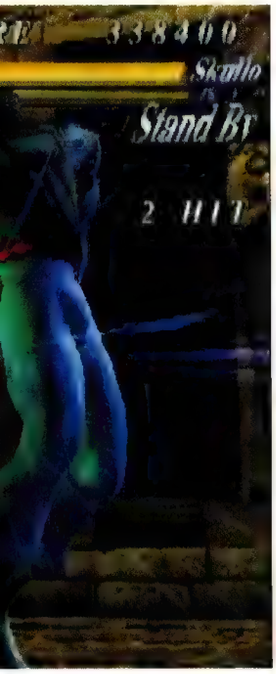
In fact, these explosive events almost eclipse even the two-player mode. Not quite, because if there's one area in which Capcom remains master, it's making sure the best man wins, and the better he is, the more spectacular the victory. Those old wives' tales of kids beating each other up after protracted bouts of on-screen violence seem faintly ridiculous now, and as much as you might want to feed a button-hammering Eddy Gordo player his own smirk, *SFEX's* bouts should end in nothing less gentlemanly than a firm handshake and a grudging sense of admiration. As such, *SFEX3* handles tag-fighting better than any other game on the PS2, and adds a whole new skill to the experienced Street Fighter's repertoire. Hit the tag button mid-combo and as your partner dashes in to take over, you can dish out a few more slaps to stop player▶

READY OR NOT, HERE IT COMES: It's almost too easy to see when the other player's attempting a tag move.

"COMPLETING THE GAME EARNS YOU THE RIGHT TO SLAP TEN OR SO SHADY CHARACTERS AROUND WHILE THE CREDITS ROLL"

INSIGHT

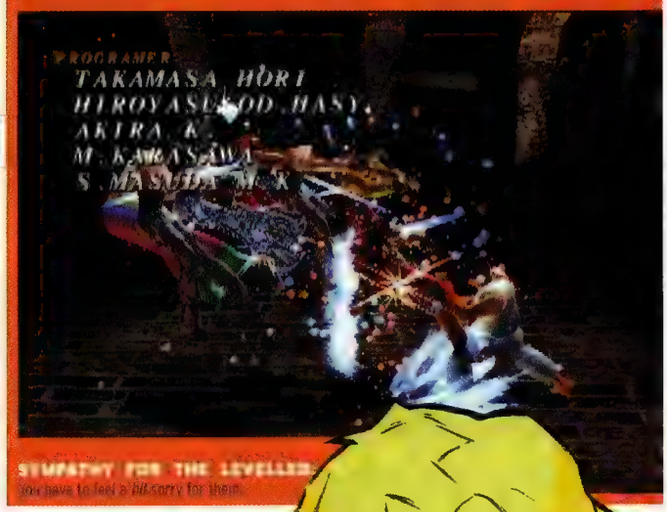
- Ken's last name – Masters – was allegedly added to avoid copyright disputes with Barbie creators Mattel when the *Street Fighter* toys were released.



LET THE SPARKS FLY: Get it right, and you can flatten everyone with one deft combo.

LOOK, CAN'T WE JUST TALK ABOUT THIS?

Those who remember the bad old days of sideways scrolling beat-em-ups with scores of inept bad guys will be in retro heaven at the end sequence extravaganza. Knowing that no-one will willingly stick around just to see the name of the second unit director, Capcom have helpfully provided a gang of flunkies to take out all your frustrations on. Arguably the game's best bit.



RED KEN
Always the bridesmaid, Ken tends to lose out to Ryu due to his daft haircut.

PYJAMA PARTY: You'll end up being Ryu and Ken all the time, of course. They're still the best characters, and, well, they look cool.

IMPACT POINT

Punch your opponent off a cliff? Pah. Try pole-vaulting into the ionosphere, then making a heat-seared re-entry directly onto your opponent's head. It's exactly this kind of Manga-influenced overkill that gives *SFEX3* a chance against the more reality-based tag-teamers.

ALWAYS PICK ON THE NEW GUY

Capcom's latest brain-fizzingly hard innovation is the Meteo-Tag combo. It's specific to certain teams (Ryu and Ken, for instance) and it takes your entire power bar combined with some tricky joypad manoeuvring to pull it off – but to do so almost guarantees instant, and bedazzling, unconsciousness for the other player.

FIRE FIGHT: It seems harsh on occasion, but there ain't no rules in a street fight,boy. As Clint Eastwood might have said. Once.

PUMMEL OF LOVE: As ever, the screen freezes briefly as the super moves kick in. Technically known as the 'oh, shit.' moment.

►two from blocking. You can then launch into a combo of such unparalleled viciousness that he might as well put down his joypad and enjoy the fireworks. All the usual hyper/ultra combo moves are there, accessed by filling up your super bar and, pleasingly, they're more OTT than ever. It's a shame that there are no true wrestling-style team-up moves as in *Dead or Alive 2*, but you can practically invent your own – so that's not too much of a hardship. Nope, if *SFEX3* has a failing, it's simply that it falls far short of what everyone expects from the next generation of gaming.

"IF DOA2 IS A RED BULL AND TEQUILA SLAMMER OF A GAME, THEN SFEX3 IS THE GUINNESS OF FIGHTING – DEPENDABLE AND SMOOTH"

There's a bit of trial and error involved in using the memory card and you won't be able to read the undoubtedly enthralling ending stories, but kicking people in the brain isn't that difficult in Japanese. But if you want to use the fighter editing facility, get ready for some frustrating experimentation...

For some reason (time constraints for the development team?) the backgrounds are almost completely static, there's a noticeable slowdown with more than two characters on the screen and the graphics wouldn't look that special even on PSone.

So, if you've got some particularly insecure or jealous friends who haven't got PS2s, you can expect to hear plenty of scornful noises when this is playing. It really isn't going to wow anyone.

If it helps, think of it in terms of alcohol. *DOA2* is a Red Bull and tequila slammer of a game – a sharp, sexy, instantly gratifying experience that you wouldn't want to have too much of. *SFEX3* is the Guinness of fighting – dependable, smooth and pleasant on a quiet evening in, albeit without the crackling excitement of newer offerings. Where other companies have exploded onto the new machine, Capcom continue to trundle along providing perfectly solid playing experiences, but nothing tremendously exciting. There's nothing really wrong with it, but *SFEX3* still feels like a missed opportunity. **PSM2**

An enhanced version of SFEX3 will be out for the US PS2 launch. We'll update you then.

SCRAPPER'S CHOICE

1. **TEKKEN TAG** – Break his arm in three places! Stab him through the lungs!
2. **DEAD OR ALIVE 2** – Throw him through a window! Jump on his stupid stomach!
3. **SFEX3** – Set him on fire! Launch him into outer space!
4. **ALL STAR WRESTLING** – Rub your armpit in his face! Show him your pants! Er...

PSM2 VERDICT

GAMEPLAY
+ Rewards constant play, tagging works well
- Not as frenetic as it could be.

GRAPHICS
+ Nice pyrotechnics on the super moves.
- Looks ropey next to most other PS2 games.

SOUND
+ All the usual thumps and 'hadokens'. Nothing wrong with that
- Nothing particularly exciting, either.

LIFESPAN
+ Plenty of play modes, secrets and characters...
- ... Several of whom are useless.

OVERALL
All the finely honed gameplay you'd expect, but nothing exciting about the presentation. Possibly a symptom of rushed launch fever.

75

FURIOUS

"YOU TEND TO LOOK LIKE YOU'RE DEALING WITH A NASTY ANT INFESTATION, RATHER THAN ACTUALLY DANCING"

THERE'S NO BONUS FOR GETTIN' SPRIT IN THE GOB: The steps come fast though, so be prepared to dance like you've never danced before.

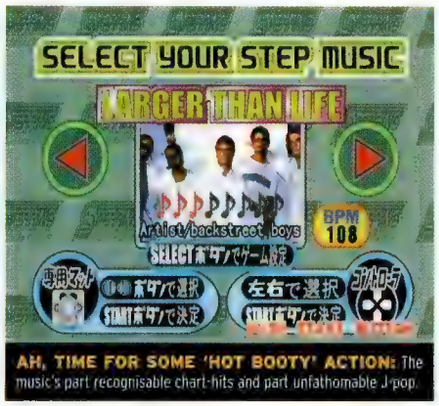
OUT: UK TBC **JAPAN** NOW

INFO

- **DEVELOPER** Jaleco
- **PUBLISHER** Jaleco
- **GAME TYPE** Dance action
- **PRICE** ¥6,800 (see pg101) Dance controller sold separately for ¥6,800
- **ESSENTIALS** 1-2 Players, Dance Controller, Memory Card

DETAILS

- Nine levels of difficulty, four competition modes, plus video only playback
- Game played across two discs
- DualShock 2 compatible (like you'd bother)



AH, TIME FOR SOME 'HOT BOOTY' ACTION: The music's part recognisable chart-hits and part unfathomable J-pop.

GO GRANDMA, GO: We reckon you'll be fighting over *Stepping Selection* for five minutes. At least.

STEPPING SELECTION

If, as a welder, the film Flashdance made you eschew steel-toed sensibilities for leg-warmers then this *is* your game.

REVIEWER: Duncan Baizley

Sneaking out of the smoking hole left in the fence by Konami's unstoppable *Dance Dance Revolution* arcade coin-op and console conversions, comes Jaleco's *Stepping Selection*. The post-*PaRappa* revolution has spawned a successful genre of Rhythm-Action (BeMani) titles that've gripped the booming Japanese dance-it-yourself market.

Heavily based on *Dance Dance Revolution's* basic step-time gameplay, *Stepping Selection* replaces the four arrow indicators with six multi-coloured buttons. These are laid out on a vinyl floor-mat in three pairs of red, blue and yellow, and the whole thing's plugged in as a peripheral.

The two game discs contain two separate volumes of music with video, that play behind your dancing instructions. Steps, Britney, Backstreet Boys and er, Scatman John appear with shortened videos and versions of their own popular hits. Unfortunately, Ray Parker Jnr's *Ghostbusters*, The Knack's *My Sharona* and plain pop – so you can lose yourself in such hi-energy classics as *Meet Mr Monkey* and *Eat Me Up*, mimed by shameless Euro-chicks who've bravely ditched artistic integrity in order to retain Union membership. Their selfless sacrifice has all been for big-fun, which rather leaves the gameplay on its arse.

HOW D'YA DISCO?

To play, you simply match what's on the screen with your feet. Hitting the right colours and combinations on the target scores Yeah! and Cool! points. The problem is that the speed of the target-icon's progress down the screen depends on your ability in getting a fair amount of the moves right – if you start-off clog-footed to *Baby One More Time* and miss too many combos, then the game's over before the song's into its middle-eight. Getting good results early pushes the target back up the screen – giving you half a chance to score enough to progress through to the trickier levels. There is a mode where the steps increase, or decrease in difficulty, depending on how you're doing, but nailing the timing takes some getting used to, and early enthusiastic stomping will be mostly in bitter frustration.

There is a two-player option, but you're looking at shelling out for a second mat – and on the evidence of our demo model they're not terribly sturdy – so, you could simply turn off the game mode and watch a selection of rinsin' videos from the discs. In fairness, this could be the fate of many *Stepping Selections* bought as well-meant, or deeply ironic, gifts – believe us, the initial madness fades all too quickly. **PSM2**

***Stepping Selection* is driven by music, so there's no real language barrier. You might struggle trying to understand some of the Japanese songs though...**

"BACKING TRACKS START AT AROUND 155 BPM BEFORE ASCENDING TO THE DIZZY HEIGHTS OF KNEE-LOCK AND SIZZLING ANKLE ACHE"

Llamal's deeply upsetting *Never Ending Story* are sung by complete imposters to backing tracks that start at around an uncomfortable 155 bpm before ascending upward, in varying degrees, to the dizzy heights of knee-lock and sizzling ankle ache in the unfit and elderly. The selections are

IMPACT POINT

One minute you've dropped into Britney's teen-dreams, the next – you're on the carpet nursing a particularly unwelcome groin strain. Mother, call the paramedics and break out the ointment...

STEPPER'S DELIGHT

1. **PARAPPA** An inspirational lesson in simplicity and playability.
2. **DANCE DANCE REVOLUTION** Massive arcade conversion that *is* the new karaoke.
3. **BUST-A-GROOVE** The foot-shufflers less-appealing *PaRappa*.
4. **STEPPING SELECTION** Pre-school disco warm-up that'll have adults shrieking like children.

PSM2 VERDICT

GAMEPLAY
+ Kitsch-cool, novel and initially addictive – like karaoke twister.
- Punishes errors mercilessly, which is irritating to say the least

GRAPHICS
+ Basic, but bright and appealing. Video quality's good too.
- Could have managed on PSone. Easily.

SOUND
+ *Larger than Life* has rarely sounded as bearable.
- *Tora Tora Tora* will harm more than it heals

LIFESPAN
+ Try finding someone who won't want to try it.
- It'll become a Christmas party novelty within hours.

OVERALL
Initially fun, but gameplay is very weak. You tend to look like you're dealing with a nasty ant infestation, rather than actually dancing.

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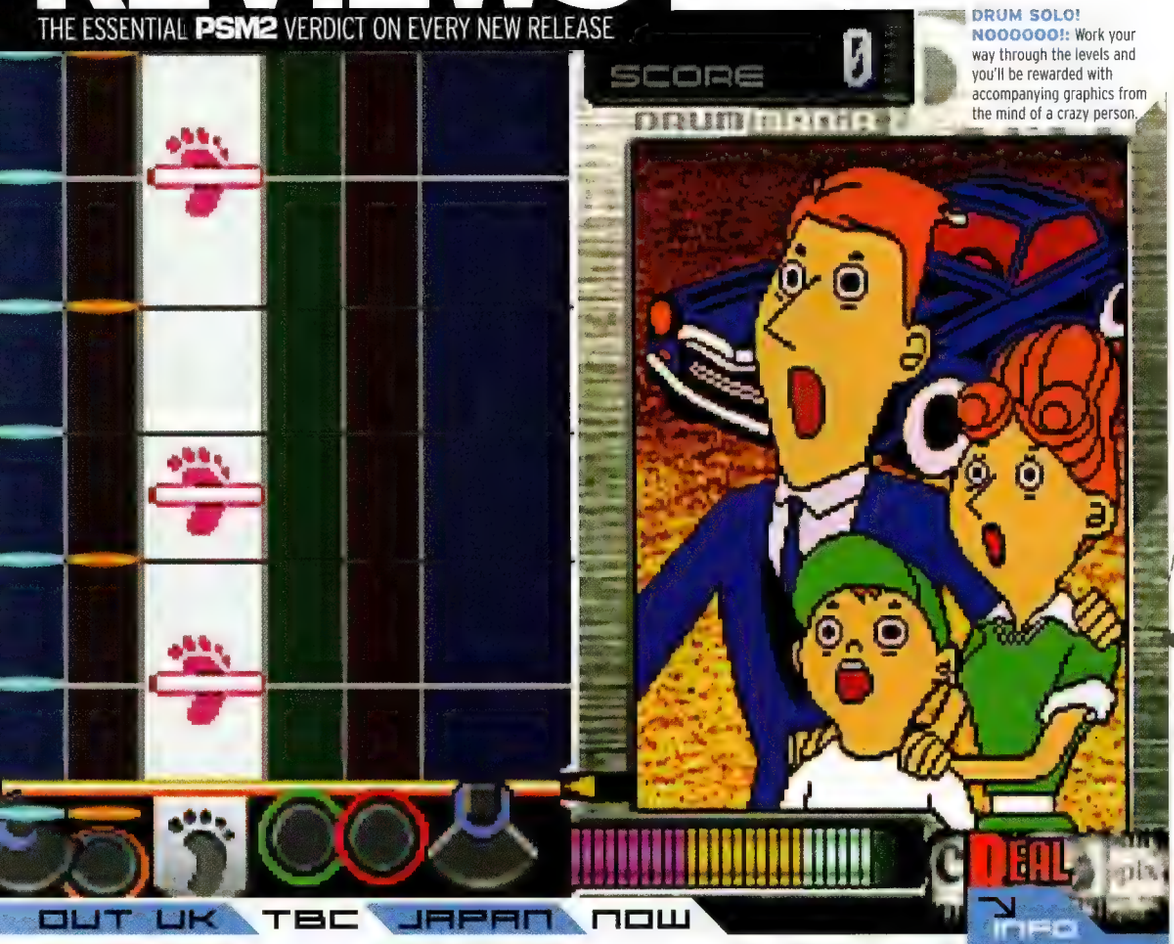
TWO LEFT FEET



DRUM SOLO! NOOOOOO!: Work your way through the levels and you'll be rewarded with accompanying graphics from the mind of a crazy person.

RHYTHM IS A CHANCER : The peripheral's impressively hands-on, but it's expensive, takes up half the lounge and doesn't appear to be much use with anything else.

PROBABLY NOT A PAEAN TO A BRUTAL SERIAL KILLER, THEN: The tunes suffer horribly in translation.

OUT UK TBC JAPAN NOW

DEAL

INFO
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Music
- **PRICE** ¥17,300 (see pg101)

DETAILS
- Comes with drum kit, sticks, stand and pedal

DRUMMANIA

Pyrotechnics on the kit or playing upside down might improve Konami's beat-fest...

Buy *DrumMania*, and you'll suddenly become incredibly popular. Everybody has wanted, at some point, to batter things with sticks and be rewarded with vast wads of cash and mounds of Colombian go-powder. So a drumming simulator is not a bad idea.

Unfortunately, while this kind of thing is frighteningly popular in Japan and a promising enough idea, there are a couple of major snags that prevent it being any fun on import.

WHAT'S WRONG WITH IT?

Problem the first – the songs are rubbish. You're restricted to one decent ska number, a couple of tolerable skate-punk tunes and an entire album's worth of soul-destroying, twee robo-pop. You can't be Keith Moon or Charlie Watts. You can't even be the chubby one from the Stereophonics. Playing the harder modes or getting through an entire song earns you the right to an expanded selection, but when this includes half-arsed efforts like *Hypnotica* – an entirely tuneless big-beat number with more clichés than rhythm – it's hardly worth the effort.

Problem the second – it's not really drumming. Eclectic bunch that we are here at PSM2, we roped one of our drummer mates into having a go. After two attempts, he helpfully pointed out that you aren't actually playing the drum section at all, but some extra bits they've tacked onto the song. This explains why the cymbal section is the only bit actually distinguishable from the rest of the song – they don't want you wrecking the music with your attempts at joining in. Adding to the generally patronising tone is the voice-over bloke, who comments on your in-game performance in infuriating dudespeak – 'HELLO? Are you trying yet?'... Gah. Along with the sometimes disturbing but mostly appalling graphics, the lack of a pause or quit facility and the fact that the drum pedal isn't actually a pedal but a piece of largely unresponsive foam-type substance, most people will be snorting derisively and drifting away.

INSIGHT

The Session Mode allows you to connect a *Guitar Freaks* virtual guitar peripheral – so you and a mate can jam, maaan. Rock and/or roll. Or ska, or...

"YOU CAN'T BE KEITH MOON OR CHARLIE WATTS. YOU CAN'T EVEN BE THAT CHUBBY BLOKE FROM THE STEREOPHONICS"

So is *DrumMania* totally beyond redemption? Actually, um, no. We've been trying to avoid this point, because it's a bit embarrassing, but after drumming for a day or so, we found ourself playing it near-obsessively. It soon reached the point where that strange 'one-more- go'-stage on a game took over. We'd even started humming the songs. Because you can actually become an expert at *DrumMania*, and while you can never play with quite the sweat-drenched fury you'd like, banging out a decent solo is surprisingly fun. Then again, we didn't have to stump up for the privilege. *DrumMania* looks to be one of the better accessory games coming to PS2 (*Guitar Freaks*? You what?), but that only makes you wonder whether it needs them in the first place. **PSM2**

Don't rule out a UK launch – this is one of the more playable Beatmania imports

ANIMAL'S CHOICE

1 **DRUMMANIA** Peripherals that you can hammer with sticks fail to hide a multitude of musical sins, but still ace fun.

2 **STEPPING SELECTION** "Dance, dance, dance, dance to the radiooo..." Nah, we'll sit this one out.

3 **ROCK'N MEGASTAGE** Like an S-Club 7 sim. Only much, much worse. Just read the review over there.

PSM2 VERDICT

GAMEPLAY
+ Frighteningly addictive
- A frustrating lack of real drumming.

GRAPHICS
+ 'Interesting'. Follow those scrolling beats up the screen...
- A bit like hallucinating in the '80s.

SOUND
+ Some nice, foot-tappy songs.
- Poor individual drum sounds.

LIFESPAN
+ Excellent party game.
- Extremely limited scope.

OVERALL
Eccentric gameplay and a nice hands-on feel make this a lot of fun. However, the song's long-term effects remain a worrying mystery.

68

ROCKIN'

OUT UK TBC JAPAN NOW

ROCK'N MEGASTAGE

Be prepared to perish under a hail of bottles for your art.

This really can only be described as 'you know... *for kids*'. It's based around the exploits of a rock band, but they're a band in the Hanson sense – so bland, prepackaged and incredibly boring. Putting it as nicely as possible, it's a bit simplistic.

Watch the happy-clappy band sing their little hearts out. Hit the appropriate button on the chord changes. Occasionally stamp on the little pressure mat provided. Repeat. It's not so much a game as a reaction-tester, and you can't help feeling like a lab-monkey pressing buttons for food pellets. Except you don't get any food pellets. As with *DrumMania*, another part of the problem lies in the choice of music on offer. Chirpy J-pop tunes like *Happy Tomorrow* might be popular in Japan, but will just irritate non-fans.

ROCK ON: But only if you're a teenybopper who's prepared to overlook a complete lack of gameplay in favour of cute graphics.

INFO
- **DEVELOPER** Jaleco
- **PUBLISHER** Jaleco
- **GAME TYPE** Music
- **PRICE** ¥10,900 (see pg101)

PlayStation 2

DETAILS
- Includes a pad to stamp all over.
- Story and instant play modes.

ROCK'N'ROLL SUICIDE

With a bit more imagination this could have been a nice little novelty game. By way of an example, the crowds hurl objects according to the band's performance – ranging from roses to hammers. No used underwear and certainly no bottles of urine. Similarly, when you're doing badly the band starts looking glum, you can't taunt your audience, and smudged mascara doesn't scare anyone.

In another missed opportunity, it's possible to gain and lose band members – but without the bitter recriminations and bloated corpses usually involved. No stage diving. No groupies. Nothing, in fact, that makes the whole rock-star lifestyle so appealing. **PSM2**

No UK tour for this one. Thank God.

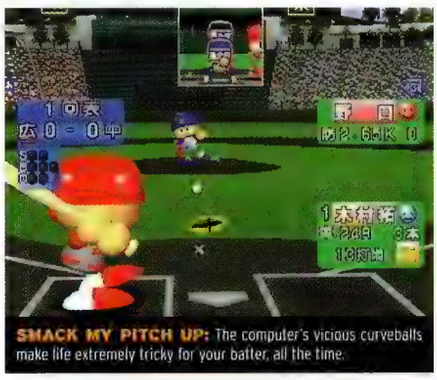
OVERALL
The band idea's top, but every opportunity's been missed. A lame button-basher that has none of *PaRappa*'s humour and appeal.

24
TEDIOUS

OUT UK TBC JAPAN NOW

JIKKYOU POWERFUL PRO BASEBALL 7

The bases are loaded, a left-hander's up for the ninth, and you can't understand a word your pitcher's saying.


SMACK MY PITCH UP: The computer's vicious curveballs make life extremely tricky for your batter, all the time.

Yes, it's baseball. It's in Japanese and the cutesy graphics would have been tolerable on the PlayStation. But, the latest in the *Pro Baseball* series is fun enough – the analogue control system, for instance, is reasonably instinctive, using the lever to direct either ball or bat in a manner similar to *FIFA*'s penalty system.

INFO
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Sports
- **PRICE** ¥10,900 (see pg101)

PlayStation 2

DETAILS
- Includes a pad to stamp all over.
- Story and instant play modes.

The two-player mode is a laugh for an hour, and actually makes the whole experience of fielders diving the wrong way and batters refusing to run a lot less one-sided. The thing is though, baseball's quite a complicated game. It doesn't matter how many times you watch *Bull Durham* the rules simply don't make sense. Even if they do, essential things like pitcher substitution and player selection are necessary to be any good in the league modes or against the computer, and using them means negotiating reams of text. In practical terms, this means unless you're fluent in Japanese, then don't even think about it. It's entirely possible, for instance, to get stuck in the pause menus with no hope of getting back to the game. If baseball's your thing, unlucky. **PSM2**

A PS2 as it should be, but won't happen.

OVERALL
A highly stylised game, that actually becomes quite involving. The menus are a minefield, though, and the rules baffling.

50
CONFUSING

ALSO ON IMPORT

Photography, menacing blocks and slightly less menacing counters. Only consider them if you're the gaming equivalent of a heroin addict.

STORY OF O

- **DEVELOPER** General Entertainment
- **PUBLISHER** Enix

A live action novel based on a ghost trying to find love, rather than the soft-porn book. The 'interactivity' is limited to making an occasional decision and playing *Parappa*-style subgames. Some genres – notably the 'love-simulation' and the FMV game – need to stay dead.

TURGID **07**

DOUKYO BILLIARDS MASTER 2

- **DEVELOPER** ASK
- **PUBLISHER** Omisk

Actually, it's pool, albeit with an American variant on the traditional rules where you don't get two shots. The physics engine isn't too shabby and it's got ten games to pick from among plenty of other options. But unfortunately, US-rules pool just doesn't have the appeal.

POINTLESS **45**

IQ REMIX PLUS

- **DEVELOPER** SCEI
- **PUBLISHER** SCEI

New version of the mildly disturbing PlayStation puzzler which involved destroying featureless grey blocks or being pushed into an abyss. The only real innovations are a couple of useless camera angles and some intensely off-putting visual effects. The only game here likely to get a UK release, but still not worth buying.

MINDLESS **27**

KAKINOKI SHOGI

- **DEVELOPER** Yuki Enterprises
- **PUBLISHER** Yuki Enterprises

Why not use your brand new, state-of-the-art, capable of processing 75 million polygons a second, PS2 to play a Japanese variant of chess in 2D? Oh, hang on a minute...

INCOMPREHENSIBLE **09**

MORITA SHOGI

- **DEVELOPER** Ascii
- **PUBLISHER** Ascii

Slightly more appealing than *Kakinoki Shogi 4*, since it has a funky techno intro tune and more options. Which is to say, still not very appealing at all. Look, there's only 1 mark in it...

DITTO **10**

THE SILVER LINING

So there haven't been many high-scoring games this month, right? Well, don't panic. Many of these will never see Blighty's fair shores, simply because they're designed for Japanese audiences. There are some fantastic games lined up for PS2 in the UK, and there's only two months to launch – looking good.

PRICE CONVERTER

Where game prices are listed in Yen, visit the link below for a direct currency conversion. Bear in mind, though, that this is the price you'd pay in Japan – expect to pay between 50-70 quid for most PS2 games through reputable UK importers.

http://www.xe.net/currency/full/

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

DVD

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK NOW

GREAT WHITE BIKINI WAX, OOOH: 25 years on and Spielberg's man-versus-natural-monster-horror has lost none of its impact. A DVD must-have.

JAWS: ANNIVERSARY EDITION

Just when you thought it was safe to go back in the water, Spielberg returns...

REVIEWER: Dan Jolin

STARRING Roy Scheider, Robert Shaw, Richard Dreyfuss, Lorraine Gary
DIRECTOR Steven Spielberg
CERTIFICATE 12
PRICE £19.99

To coincide with the 25th Anniversary of giant-fish flinger *Jaws*, author Peter Benchley launched his campaign to convince the world that sharks aren't actually as dangerous as his bestselling tale of humongous human-eaters made out. But the guilt-ridden writer has certainly got his work cut out for him. Since a young, then-whisker-free Steven Spielberg turned Benchley's novel into a box-office-smashing cinematic thriller back in 1975, few people have been able to dangle their legs in deep water without thinking of an outsize killer fish coming at them, complete with John Williams' superbly menacing orchestral backing.

It's surely testament to Spielberg's supreme abilities as a film-maker that, with a relatively low-budget shocker, he's managed to make a whole generation of beachgoers think twice before dipping a toe in to even the most placid of domestic coastal mill ponds.

About time, then, that somebody put together a proper package celebrating the movie which effectively created the concept of the Summer Blockbuster. And Universal have certainly delivered a comprehensive package, cramming in a *Making of Jaws* documentary, deleted scenes, out-takes and trailers.

Although the extras are presented rather messily (there are, for example, no sub-menus for the deleted scenes) – as well as mostly being present on the VHS version as well – there's no avoiding the fact that here you simply get what is arguably Spielberg's best movie on the flashiest format possible.

WATER SCARES

However, for the young Spielberg, creating a classic proved to be a bit of a nightmare. Lore is replete with anecdotes about how Benchley repeatedly clashed with co-scripter Carl Gottlieb, eventually storming off the set after a squabble over the film's climax. Then there was the problem of the malfunctioning mechanical shark which kept sinking.

Yet Spielberg managed to turn his problems into his movie's greatest strengths. *Jaws* is at its most effective when we don't see the Great White – when the camera's zooming in on those water-treading feet or when Williams introduces those unforgettable cello strokes.

Even the on-set scraps with Benchley ended up helping the film – Quint's (Robert Shaw) haunting 'USS Indianapolis' speech, for one. Legend has it that Shaw wrote this monologue himself after the writers couldn't agree on its content. He in fact wrote a third of it.

CHOMPER STOMPER

Of course, Shaw's is just one of a trio of excellent central performances. Both Roy Scheider and a fresh-faced Richard Dreyfuss as the credibility-craving cop and over-enthusiastic shark expert hold their own against Shaw's ultra-gruff, steely-eyed turn.

And it's worth remembering that it was a winning combination of smart, innovative direction and a strong, character-driven script, over eye-popping effects that galvanised the films reputation. That, and the fact that there's nothing scarier than thinking a giant, tooth-filled killing machine is about to bite yer legs off. **PSM2**

INSIGHT

- On the set, Spielberg named the mechanical shark "Bruce" – after his lawyer.
- In some shots which involved a real shark, Spielberg used a midget in a cage to get the scale right.
- A recent poster campaign, which featured the iconic image of the giant shark lining American beaches, had to be cancelled after it made people too scared to enter the sea.

SHARK-BAIT'S CHOICE

1 **JAWS** The original, the best, and the biggest.
2 **ALIEN** It's "Jaws, yeah but... like, it's on a *space-ship!*" – and still manages to be just as scary.
3 **DEEP BLUE SEA** Big, dumb fun with genetically-modified man-eaters dying to take a chunk out of LL Cool J's arse.

PSM2 VERDICT

EXTRAS

■ 50-minute *Making of Jaws* documentary ■ Deleted scenes and outtakes ■ 720 photos ■ Shark trivia game and screen savers ■ 3 trailers ■ Production notes ■ Cast and film-makers' notes

Quality loses out to quantity with the extra features on this disc, as the menus are shoddily organised and a nightmare to navigate – it's also a shame that Spielberg didn't do a commentary. But the documentary at least makes for interesting viewing

OVERALL

An essential disc in that it features an intelligent, timeless thriller. It's just a shame that the structuring of the extras is so shoddy.

95

BITING

Kobal Collection/Universal

OUT UK NOW

CARLITO'S WAY

Al Pacino thinks he's big time... And he's right!

REVIEWER: Dan Jolin

STARRING Al Pacino, Sean Penn, Penelope Anne Miller
DIRECTOR Brian De Palma
CERTIFICATE 18
PRICE £19.99

Carlito's Way hardly rocked the cinema world upon its release back in 1993, despite the fact that it reunited celebrated _Scarface_ actor/director team Al Pacino and Brian De Palma for the first time in a decade. Yet you can't deny that it remains De Palma's best work since his '87 gangster classic _The Untouchables_. _Mission: Impossible_ may have busted blocks, but its labyrinthine plot and preposterous climax proved too much for many viewers. _Snake Eyes_ was slick but downright dumb. And the less said about sci-fi turkey _Mission to Mars_ the better.

The thing which makes *Carlito's Way* stand out against these other efforts goes deeper than its eminently quotable script and spot-on performances, especially from an almost unrecognisable Sean Penn – unlike most of De Palma's work, this is a movie with heart.

EAST HARLEM WESTERN

Pacino plays Carlito Brigante, an ex-con from the Puerto Rican district of East Harlem in New York, during the '70s. Like most movie ex-cons, he's determined to go straight, and decides to buy into a nightclub to help raise the money so he can follow his dream of moving to the Bahamas.

Trouble is, his naive, coke-hoovering lawyer buddy, Dave (Sean Penn), is starting to fancy himself as a bit of a cool crook himself, and seems determined to suck Carlito into his own whirlwind of destruction. As if that wasn't bad enough, Carlito's own reputation has formed another threat, as all the young, rising gangsters, like the slimy Benny Blanco (John Leguizamo), all want a piece of him to increase their street standing.

Interestingly, this element likens *Carlito's Way* to a Western – with the old gunslinger riding back into town to mend his ways, and every gun-toting punk squaring off against him to improve their own reputations. And, similarly, where these Westerns often had a melancholy feel (usually lamenting the disappearance of the Old West), so too does *Carlito's Way* permeate with a sense of sadness at the fact that, no matter how hard he tries to do right, we know that the lifestyle he tried to leave behind is likely to eventually kill him.

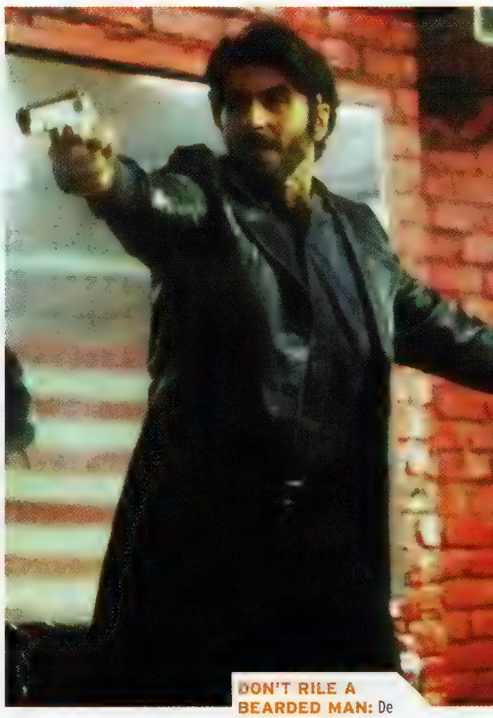
TIME TO KILL

Yet, as with most De Palma movies, it's in the masterful set-pieces that most of the thrills are found. There's the pool-hall scene, for example, which sees Carlito setting up a sneaky, head-smashing trick-shot as soon as he realises the drug deal he's stood in on is about to go murderously wrong. Then there's the extended climax, played as a race against time, with an entire gang of hoods out to waste Carlito before he catches his train out of town.

It's frustrating that this disc is so lacking in extras – they could have included a director's commentary at least – but there's no getting away from the fact that one of the '90s' most powerful, and deeply personal, crime flicks still deserves a place in on your DVD shelf. A cracking thriller is still a cracking thriller – extras or not. **PSM2**

INSIGHT

- De Palma wanted to shoot the climax at the World Trade Centre, but was prevented from doing so because of a bomb threat.
- The author of the book on which *Carlito's Way* is based, Edwin Torres, is a Justice of New York State Supreme Court, and based the story on



DON'T RILE A BEARDED MAN: De Palma's classic looks great, but doesn't deserve these poor quality extras.

Kobal Collection/Universal

GANGSTER AL'S CHOICE

1 **CARLITO'S WAY** Al tries going straight.
2 **DONNIE BRASCO** Al gets sad and saggy as the doomed, loser gangster.
3 **SCARFACE** Al stuffs his nose with Charlie and goes on the rampage.

PSM2 VERDICT

EXTRAS
■ Trailers ■ Production notes ■ Cast & Film-makers' Notes
Unfortunately, a very lame disc – a movie as cool as *Carlito's Way* doesn't deserve this kind of treatment.

OVERALL
A superb thriller, polished off with a couple of suitably impressive performances. Don't let the crappy extras put you off.

82

DISRESPECTFUL

THUNDERBALL: SPECIAL EDITION

OUT UK NOW

STARRING Sean Connery, Claudine Auger
DIRECTOR Terence Young
CERTIFICATE PG
PRICE £19.99

MGM presses on with its monthly roll-out of 007 special edition discs, encouraging all Bond fans to upgrade their collections onto shiny format with a set of discs stuffed full of extras. And *Thunderball* is one of the most enticing yet.

Remade as *Never Say Never Again* in the '80s, *Thunderball's* got it all – the Bond-saves-world-from-stolen-nuke plot, plenty of curvy laydee action, post-bad-guy-offing quips, and gizmos galore, not to mention some subtastic underwater blast-ups.

Backed up by extensive Making Of material, a couple of commentaries and an interesting insight into the marketing and impact of the movie, this really is an impressive package. Aim that DVD-seeking harpoon, and reel it in. **PSM2** **80**

MYSTERY MEN

OUT UK NOW

STARRING Ben Stiller, William H Macey, Hank Azaria,
DIRECTOR Kinka Usher
CERTIFICATE PG
PRICE £17.99

It may have got its cape in a tangle at the box office, disappearing faster than the Invisible Girl after opening her front door to Jehovah's Witnesses, but *Mystery Men* is actually a surprisingly bold, funny and original movie.

It's the story of failed crimefighters at the bottom of the power-heap – heroes like The Shoveller (William H Macy), who uses garden tools in combat, The Blue Raja (Hank Azaria), an expert at throwing cutlery, and Mr Furious (Ben Stiller), who just gets very angry. The plot's messy, and not all of the gags stick, but the largely improvised banter and top-notch slapstick action makes for plenty of chuckles. Plus, the extensive extras certainly add to *Mystery Men's* appeal, elevating it just above "guilty pleasure" status. **PSM2** **70**

Kobal Collection/Eon/United Artists ■ Kobal Collection/Barius, Claudette/Universal

ALSO RELEASED

THE LIMEY
Released Out Now **Cert** 18 **Price** £19.99
Terence Stamp plays a cockney crim in LA out to find his daughter's killer. A taught thriller by Steven Soderbergh. Great commentary too. **PSM2** **84**

SUMMER OF SAM
Released Out Now **Cert** 18 **Price** £19.99
New York, 1977: punk, disco, heat and serial killer Son Of Sam feature in Spike Lee's hard-hitting drama. It includes Lee's first ever commentary. **PSM2** **74**

BRINGING OUT THE DEAD
Released Out Now **Cert** 18 **Price** £19.99
Taxi Driver team Scorsese and Schraeder team up for another gritty New York-based flick, this time following Nic Cage as he loses his mind. **PSM2** **77**

MIDNIGHT RUN
Released Out Now **Cert** 18 **Price** £19.99
Bugger-all extras, but there aren't many odd-couple comedies funnier. De Niro is the bounty hunter, Charles Grodin the cunning Mob embezzler. **PSM2** **87**

INTRODUCING...

Dan Jolin is Reviews Editor on Total Film, the magazine for people who love reading about movies as much as going to see them. The mag's packed with the latest Hollywood news, interviews and more, and is in the shops now...

www.totalfilm.co.uk

COMING SOON

BEING JOHN MALKOVICH (15)
18 September
£19.99

MEN IN BLACK
Special Limited Edition
4 September £24.99

THREE KINGS
18 September
£19.99

Web me up before you go-go
The game retains all your favourite classic Spidey moves.

OUT UK NOVEMBER

SPIDER-MAN

"Is he strong? Listen Bud, he's got radioactive blood. Lookoouut, here comes..."

REVIEWER: Andy Dyer

DEVELOPER	Neversoft
PUBLISHER	Activision
PLAYERS	One
PRICE	£29.99
ESSENTIALS	DualShock, Memory Card

Spider sense... tingling. Insultingly poor... comic... book-inspired... action... game... approaching. Ah, but on this occasion, dear readers, your spider sense has got it all wrong. For this is that rarest of things. A superhero game that fully captures the magic of its source material.

Until now, only fighting games – *X-Men: Mutant Academy* and its like – had managed to forge a decent relationship with comicbook heroes. For heaven's sake, even the movie industry has struggled woefully to convey the thrill of superhero mythology on the screen. The *Spider-man* films of the '70s were cobbled together with egg boxes and parcel tape, and only served to justify the existence of the dreadful *Supergirl* film.

But *Spider-Man*, from the makers of *Tony Hawk's Skateboarding*, has finally, thankfully, pulled it off. And they've done it in a very straightforward, common sense way.

First up, full marks for getting the wall-crawler's moves right. He runs, he jumps, he swings on strands of web – animated in a manner that's uncannily similar to the TV cartoons. Coolio. He climbs walls and ceilings, encasing enemies in web fluid and can even wrap web around his hand to engage in super-fisticuffs. Cooler still.

INCEY WINCEY

Stan Lee's radioactive arachnid has been one of the world's most enduring superheroes, and there are legions of Spidey fans that will be watching the release with a cynical eye. But the developers have also, crucially, got every aspect of the gameworld right. From the plot – in which, predictably, Spidey is once again a fugitive from the law despite consistently doing good deeds – to the interaction of other favourite characters (The bellowing fool J Jonah Jameson, Mysterio, The Human Torch and many others), this game perfectly captures the comics' lurid, knockabout feel and, doubtless to the delight of comic obsessives everywhere, lifts elements straight from many of the classic Spidey plotlines.

"SPIDEY'S ANIMATED IN A MANNER THAT'S UNCANNILY SIMILAR TO THE LATEST TV CARTOONS"

The only blow to this otherwise playable and appealing package is that it's annoyingly short, and, in the hands of a seasoned player, the adventure will offer little more than a day's furious playing. Efforts have been made to address this. There are four separate skill levels, each of which actually alters the structure of the challenges in the game. You can also work through the game to receive rewards, allowing you to unlock smart new Spidey costumes and reproductions of classic comicbook covers. But even after all of this you'll be forgiven for feeling short-changed by a game that promises so much. Nevertheless, what's here is excellent and will leave gamers entertained and Spidey fans utterly thrilled. PSM2

INSIGHT

- The game, though markedly different to *Tony Hawk's Skateboarding*, uses exactly the same graphics engine.
- Peter Parker weighs only 165lbs (11.5 stone), making his super strength all the more impressive, we think.

AUNT MAY'S CHOICE

1. **X-MEN: MUTANT ACADEMY**
   A top class beat-em-up with the finest superhero troupe ever created
2. **SPIDER-MAN**
   A close runner-up to a beat-em-up classic.
3. **MARVEL SUPER HEROES**
   A 2D beat-em-up and another good comic book licence
4. **INCREDIBLE HULK**
   A sort of adventure-cum-beat-em-up. And dreadful with it

PSM2 VERDICT

GAMEPLAY
+ Terrific Spidey-moves and some well constructed challenges
- Not enough stealthy stuff

GRAPHICS
+ The graphics engine works well and see-through walls? Nifty.
- Some awkward camera angles.

SOUND
+ Excellent. And there are some comedy sounds to unlock too
- That so-crap-it's-class TV theme tune is missing.

LIFESPAN
+ Four skill levels, which genuinely alter the game, add longevity.
- But sadly, it's possible to finish this fella in a day.

OVERALL
Ignore the longevity issues – the gaping chasm between superheroes and quality videogaming has finally been bridged.

QUALITY **80**

OUT UK NOVEMBER

ALIEN RESURRECTION

This first-person shooter injects some real terror back into the *Alien* series. **REVIEWER:** Andy Dyer

DEVELOPER Argonaut
PUBLISHER Fox Interactive
PLAYERS One
PRICE £29.99
ESSENTIALS DualShock, Memory Card

Depending on who you speak to, the now ancient PlayStation game *Alien Trilogy* is anything from highly satisfying to shite. Opinion won't be nearly so divided over this beauty, though. Leaving a few minor irritants aside, this is a rollicking good translation of the terror found in the movies and a top first-person shooter to boot.

One important thing to note is that if you're after the manic carnage of *Doom* and *Quake*, you won't find it here in the gloom and darkness. The whole point of the *Alien* films – especially the first of the features – is that the unseen terror and choking tension are paramount. To this end, the encounters with Facehuggers and Xenomorphs has been expertly rationed. So although there's a lot of wandering blindly around in the dark and crawling painfully slowly through narrow, steaming vents, your stress levels gradually rise and your patience is amply rewarded with the sudden appearance of an enemy so shocking, that you'll practically leap away from the screen. There are few genuinely scary videogames, but play this one alone and in the dark for a couple of hours, and you'll definitely need to chill out in front of a quality sitcom before you can consider going to bed and turning out the lights.

"IT'S A BIT OF A SLOW BURNER – BUT WHEN THINGS DO KICK OFF, THEY KICK OFF BIG TIME"

Another bonus is that even though the tension and occasional encounters make it a bit of a slow burner, when things do kick off, they kick off big time. You need only pick off one enemy soldier – just you versus the ruthlessly efficient Aliens would be far too easy – and suddenly there are half a dozen of the blighters and utter mayhem, all because one of them's tripped the alarm. And the same goes for the alien encounters. Xenomorphs are bad enough, but get stuck in a roomful of Facehuggers and the sense of panic is overwhelming. Chuck in the fact that there are plenty of lethal weapons scattered around – and yes, the ever-favourite shotgun and flame-thrower staples of first-person shooters are here – and you have what can be safely described as one of the most emotive games on PlayStation – the particular emotion here being, of course, fear. **PSM2**

DOWN BOY: There's no shortage of fire power with which to deal with those pesky Xenomorphs.

INSIGHT

- Ironically, the game is based on what is arguably the worst of the four films.
- Argonaut, *Alien Resurrection*'s developers, have just signed a publishing deal for their new PS2 racer – more news soon.

FACEHUGGER'S CHOICE

1 **QUAKE 2**
Grim and great. For full on blasting this is the business.

2 **ALIEN RESURRECTION**
Classic suspense *and* heavy artillery.

3 **MEDAL OF HONOUR**
Like AR, this is a triple-AAA first person shooter. The WW2 plot is a cracker.

4 **ALIEN TRILOGY**
It might be a bit ropey now, but fans of the movies have to check it out.

PSM2 VERDICT

GAMEPLAY
+ A game that will genuinely put the willies up you.
- Without a mouse, the controls are a pain.

GRAPHICS
+ The environment looks great and scary.
- A few lighter areas would have been welcome.

SOUND
+ The effects will send shivers down your spine and out your arse.
- The fantastic immersive sound is flawless.

LIFESPAN
+ This is tough. Some situations at first seem impossible.
- A few more levels and accompanying save points would help.

OVERALL
Like *Spider-Man* over there, this has its flaws, but consign them to the back of your mind – this is a scream-inducing delight.

84
STUNNING

TEAM BUDDIES

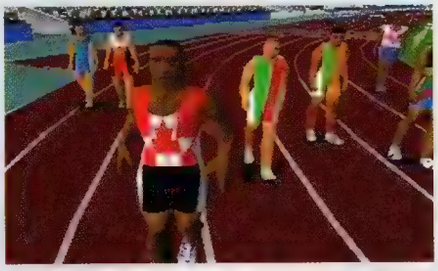
OUT UK NOW

DEVELOPER Psygnosis
PUBLISHER Sony
PLAYERS One to four
ESSENTIALS DualShock, Memory Card, MultiTap

The recent *Hogs Of War* impressed us with its sense of humour and simplistic war-based strategy. *Team Buddies* is a more polished and cerebral challenge.

For the most part, you begin a level with one Buddy and set about collecting crates and transporting them to your home base in order to create more Buddies and weapons – which can then be issued orders to capture enemy bases and take out enemy units.

Creating Commando, Spy and Medic Buddies all add to the variety of missions your force can carry out. These even progresses to vehicles as you move through the levels. The premise is simple, the mechanisms by which you succeed are sophisticated, and the outcome is a delightfully fun, but intelligent piece of original game design **PSM2** **82**



SYDNEY 2000

OUT UK NOW

DEVELOPER Attention To Detail
PUBLISHER Eidos
PLAYERS One to eight
ESSENTIALS DualShock, Memory Card, 2 x MultiTap

While Princess Anne gets her regal knickers in a twist over team sports in the Olympics (she may have a point, you know. What next, Olympic Pub Quiz?) the rest of us can enjoy the two-week spectacle of this new button basher.

On your way to bronze, silver and gold, you'll take in twelve Olympic sports based on such diverse disciplines as track and field events, Kayak slalom, weight lifting and skeet shooting, among others.

Visually, it's really not as tight as *International Track & Field*, but the fact that you can create, train and take your own athlete through the Olympic experience (a cracking feature), makes this a much more rounded game. Not a classic by any means, but topical and fun nonetheless. **PSM2** **79**

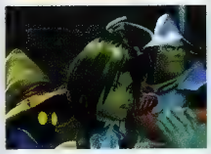
ALSO RELEASED

TERRACON
Publisher Sony **Developer** Picture House software
Price £29.99
There's a handful of original touches in *Terracon*, and the graphics are unique and accomplished. But this very promising title is let down by repetitive gameplay. As an alien, you have to restore the power to your planet by collecting Genergy, rebuilding structures and shooting bad guys. Great fun, until you realise that's *all* you do level after level. **PSM2** **65**

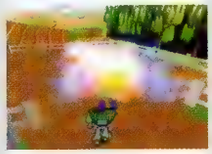
FLINTSTONES BEDROCK BOWLING
Publisher Ubisoft **Developer** Southpeak Interactive
Price £29.99
Yabba Dabba Don't is all we can say about this. If it actually *was* a bowling game we'd be made up. But this fossilised guff sees various Flintstones characters hurtling down a bumpy course in half a bowling ball, avoiding hazards and trying to knock over ten pins on the way. So, it's a race game with no other competitors. Don't let me kill again. **PSM2** **10**

RC DE GO
Publisher Acclaim **Developer** Taito
Price £29.99
If you have to choose one radio control racing game this month, make sure it's this one. It's no peach – it's far too easy and quick to complete for a start – but you'll have fun while it lasts. There are 14 tracks, you can create model cars, the radio controlled control is relatively realistic and once you've tooled your car right up, the sheer speed is a complete hoot. Not a *Gran Turismo* or *Ridge*, but distracting. **PSM2** **64**

COMING SOON



FINAL FANTASY 9
Will the Fantasy ever end? No, but this is the *final Final Fantasy* on PSone



TOY STORY 2
Buzz is back, on a mission to rescue Woody.

DRIVER 2
More tyre screeching and a walkabout option.

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

REVIEWS NEXT ISSUE:

JIKKYOU WORLD SOCCER 2000 (NEW ISS!)

Konami's much admired *ISS* series gets a run out on PS2 in a domestic clash with *FIFA Soccer World Championship*. Eight goal thriller? Or career wrecking trouncing? We'll be the judges of that.

WE BRING YOU:

■ All the action from every angle ■ Insight into the game ■ The verdict

PLUS, REVIEWS OF:

■ Surfroid ■ Gradius 3&4 ■ Eternal Ring ■ Evergrace ■ Kessen

46 ...VIDEOGAME CLICHÉS

Originality? Save it for art installations. If you're going to get out there and create great games, you need to rely on tried and tested techniques... BY: Daniel Griffiths

1 All characters in first-person games must be right-handed. Imagine the confusion if instead of seeing a large gun bobbing around in the bottom right of the screen it bobbed around in the bottom left instead! Ridiculous.

2 All games must feature three colour-coded keys. This is videogame law. Each level must feature three doors which are brightly coloured. Ideally red, blue and green. In order to pass them you must first find a key which is... red, blue or green You can change these keys to 'pass cards' or 'descrambling units' if you like.

3 All keyholes must be intricately shaped. A keyhole must never be a keyhole. It must be clearly hexagonal or 'square', then, a little later when a key is found, it can be described as 'a strange hexagonal key' and the player will know what to do with it. You can also carve pictures in the door – 'shield', 'peasant', 'fromage frais' – and have the same pictures on the keys.

4 Whenever three things of the same colour meet they *must* explode. This is the basis of all puzzle games. When three 'balls', 'blobs' or 'blocks' touch each other they will disappear Thus the game becomes a matter of putting three things together until they are all gone.

5 The game must feature a character 'who cannot be trusted'. He may be taller than the other characters, or have an accent and wear dark clothes. He cannot be trusted. Usually this character reveals himself to be trustworthy at the end of the game by way of a 'twist'. Which brings us to..

6 The game must feature a cunning twist. Usually this is of the 'your boss is in fact bad and you've been doing his evil bidding unwittingly' or the 'the bad guys is your brother' variety. If neither seems suitable use the 'and then I woke up and it was all a dream' trick. Works every time.

7 Place ammo to ruin your puzzles. If you include a puzzle that involves the use of the 'Cosmic Cannon' in order to blow a hole in a wall, say, make sure you put some 'Cosmic Cannon' ammo nearby. Not only will this ensure that players stupid enough to waste all their ammo earlier can still finish the game, but also renders your puzzle pointless by completely giving the game away!

8 Enemies must announce their presence loudly. This can be done by shouting "Get her!" or "What was that noise?". Under no circumstances must a player ever be genuinely taken by surprise.

9 You cannot drive on the grass. Don't ask why. It's videogame law. Instead, attempts to leave the road and drive on the grass will result in being bounced back by an invisible force field.

10 The best cars only come at the end. Make the player drive countless rubbish cars in order to 'earn' the good ones. These must *always* have either red, black or white paintwork.

11 The extra tracks must be crap. Conversely, hidden, unlocked extra tracks must be the worst in the game and completed in a lunch hour the day before finishing the game.

12 The end sequence must be half as good as the intro. Because no-one will ever see it, make sure that most effort is channelled into the intro sequence – which everyone sees.

13 Make the DualShock rumbles happen just after the action. Ensure that the joypad only rumbles a fraction of a second after the punch/crash etc. despite the game being perfectly capable of anticipating the events about to unfold and rumbling a little early to get 'up to speed'. Don't ask why. It's videogame law.

14 Multiple characters must be tall, short, fat, male and female. In games with multiple characters you must include the following:
a) A tall thin man – he is 'the scientist' who is 'good with machines' etc.
b) A large fat man – he is 'strong' but 'slow'
c) An attractive woman – she is very 'intelligent', 'fast' but not very 'strong'
d Any combination of the above
A fat woman who is 'strong' but 'slow' is not permitted.

15 Platforms must float magically. For every five static, fixed platforms you must encounter at least one 'floating' one. This must inexplicably defy gravity and drift off the screen for a while before returning, tempting players to jump to their deaths Oh, and the fools will too. !

16 Levels must include secrets. Each level must include at least one useless artefact to collect. When the player collects them all ensure that nothing happens – thus increasing their mystery.

17 Ammo for guns must be found before the gun itself. The player gets 'all excited' by the proposition of owning the 'Shock Hammer' and will start looking for it behind things

18 The game must feature a character who 'is not all that he/she seems'. During the course of the game a friendly and helpful character must become 'bad' and/or 'evil', sabotaging your attempts to 'refuel the helicopter' or 'cure the virus'. Which brings us to...

19 Include plenty of crates. Not only do they demonstrate the 'real world, do anything' nature of your game, but by putting a single power-up in one near the start of the game you can make your game appear twice as long, because the player will then be forced to smash every single one of them in the hope of similar reward no matter how remote, difficult to get to or pointless.

20 Have a false level end. Allow the player to finish a level then reveal that they left something 'alive' or uncollected'. This can be done even if it isn't actually true, once again extending lifespan and replay value.

21 Don't forget the desert level. Or the stupidly slidey ice world. Don't you dare go thinking your platform game's finished until you've frustrated the player in one, or preferably both of these.

22 Include one weapon with which you can kill yourself. The biggest weapon must feature a huge and fatal blast radius to prevent the player from ditching all your other carefully designed weapons and just using this one.

23 Always have a male lead character. Otherwise idiot magazines will call it a *Tomb Raider* clone. If you do want to create a *Tomb Raider* clone however, ensure that you do have a female character.

24 Someone must need rescuing. Someone smaller than yourself ('your little brother', 'a young girl', the 'elf king') must be rescued. If you can't think of anything original then a 'princess' is a safe bet They must be held captive by an evil 'magician'/'wizard' (preferably old), for reasons best known to themselves.

25 Except sports games which are set in the past. Licences (mentioned earlier) are expensive and, coupled with bad planning, will ensure that your F1 game will feature last year's stats, or your football management game contains players who have long since broken both legs and opened a pub that sells sportswear. Don't worry about this, the public expect it.

26 The game must feature celebrity endorsement. Games without celebrities do not sell. Thus the involvement of at least one famous person is obligatory. If budgets are tight this person need not actually be famous – Jeremy McGrath and Sergei Bubka are good examples. If all else fails, have Brian Blessed or John Hurt do the voices.

27 Get a licence. Make sure your driving game is sponsored by a make of oil, for example. A shoot-em-up could be sponsored by NASA, say, or your football game by Outspan. Either way, make sure your product doesn't reach shelving 'brandless', no matter how obscure.

28 Footballers names must be misspelt. Because Electronic Arts own football, ensure that your players don't have the real names in order to avoid a potential legal hammering. Call Manchester United 'Manchester' to give them the slip. Similarly 'David Beckwith' is permissible, as is 'Rabid Semen'

29 Football matches must have at least twice as many goals as real life. No matter how 'realistic' your soccer game, make sure that matches never end in a one-one draw Likewise, a nil-nil fumble-fest is totally out of the question. Be careful not to overdo it however. A 15-23 clash between Darlington and Burnley must not occur – though this hasn't done *FIFA* any harm.

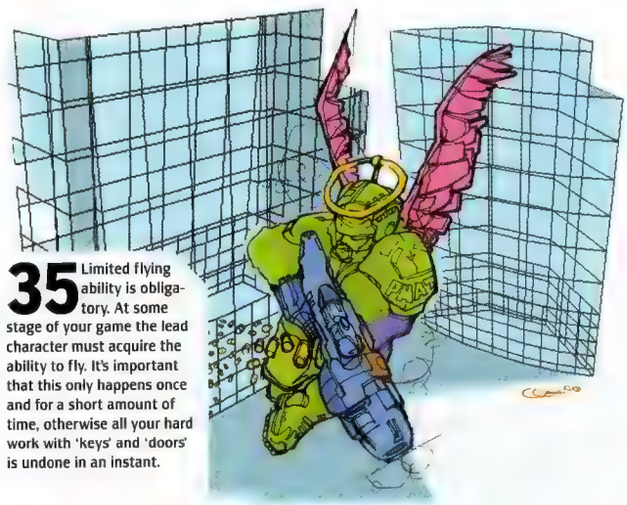
30 All videogames are set in the future.... 2147 is currently free, so we suggest you start there Someone once made a game set in the past It sold four copies

31 Your game must feature 'two warring nations who have destroyed the earth'. *Mad Max* has a lot to answer for. Your game is set amongst the aftermath of a globally destructive nuclear war. Only fast cars and leather clothing have survived. Deviate from this most basic of videogame rules at your peril.

32 You must have a 'Sniper mode'. The ability to 'zoom in' or your enemies is essential. Even if this manoeuvre is actually accomplished by moving the viewpoint forward as if you were moving your character forward normally. The kids love it.

33 You must have a 'Big Head mode'. Always include a 'secret, super-hidden' option to make the heads of characters in the game expand to comedy balloon sizes. We haven't the vaguest idea why.

34 Children are stupid – treat them as such. If you have decided to make a children's game make sure it's p-a-t-r-o-n-i-s-i-n-g-l-y simplistic and features badly designed and dislikeable characters. Conversely, make sure the game features at least one platform-jumping section that would test the skill of even the most expert player.



35 Limited flying ability is obligatory. At some stage of your game the lead character must acquire the ability to fly. It's important that this only happens once and for a short amount of time, otherwise all your hard work with 'keys' and 'doors' is undone in an instant.

36 If your game is SHORT make it HARD. If your budget or programming skill is low make a small game (usually completed in much less time than big games) and make it stupidly fucking hard instead

37 All levels must end with an end of level boss. A level is only complete when an ally of the main enemy is slaughtered. This could be one of his children or a member of his gang. They can take on any shape or size depending on what sort of game it is but they must be killed by being hit three times. In the same flashing place.

38 When a baddie is shot they must dissolve. Don't leave dead bodies laying around, cluttering up the place and threatening to smell. Have them magically go transparent then melt away into the ground.

39 Include a create-a-player option. But ensure that none of the chosen hair cuts, face or body types allow the player to sufficiently create a character in his own image The ability to generate a four-foot-high, fat, white basketball player with a mullet is a must, however

40 Make sure you have a blacksmith. If you're creating a sprawling, questy RPG make sure that the village features at least one 'blacksmith'. This blacksmith can impart vague wisdom early on, and midway through the game 'upgrade' the player's sword for one more likely to defeat the 'Ancient Weasel of Shinara', or some such. In the absence of a blacksmith a postman will suffice.

41 One opponent at a time please. Make sure that during attacks by multiple enemies they don't attack all at once. Far better that they line up, rocking slightly from foot to foot, and wait for you to finish with their mate before they decide to have a pop themselves.

42 Make the cars wait for you. Ensure that no matter how much faffing about reversing, banging into walls and trying to get on the grass the player does (see earlier), when he actually begins driving properly again the cars which overtook him will have been waiting for him and are only around the next corner.

43 Remember *Lemmings*. When creating a puzzle game ensure that it features lots of brightly coloured, teeny, fluffy creatures that people will feel duty-bound to save. This is a subconscious reference to everyone's favourite puzzle game *Lemmings* and will make potential purchasers love your game without knowing why.

44 When a spaceship explodes it must dispense a power-up. Unlike real life – where exploding spaceships only produce spinning debris and ooohs and ahhhhs from invited spectators – a destroyed spacecraft must dispense a power-up which can be collected by contact with the player's ship, despite the fact that contact with anything else vapourises it instantly. Ideally the 'special power' imparted will match one enjoyed by the vanquished enemy.

45 Make sure your character doesn't turn round. If your game features a big name movie star in a lead role, make sure that you never actually see his/her face. This is because the art department couldn't actually make him/her look anything like the star in question and secondly you had no budget to pay the star to use their likeness in the first place.

46 Make your fighting game characters look stupid. During the selection of a fighting game character they must be made to dance around stupidly. Upon selection they must appear pleased, perhaps even saying something threatening – rather than looking shit scared and politely suggesting you pick the bloke next to them instead. PSM2

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

THERE WAS A TIME WHEN TIPS WERE EVIL THINGS.

Lurking at the back of magazines, they were an easy way to fill up space and patronise readers. No more. We won't treat you like the sort of uncoordinated cretin who needs to be told to 'make themselves comfy' while they're playing, and we won't waste space reminding you to brake on the corners.

We'll tell you what you need to know to get the most out of your machine and your games – whether it's how to find the secrets, pull the combos or just do something cool we've discovered that no-one else knows about.

This month – a massive beat-em-up treat. Join us as we wrap hemp bandages around our hands, dip them in glue and broken glass and settle down with a DualShock 2. Also this issue, Mr T pities Mr Bison's taste in interior decoration.

TOE-TO-TOE TIPS

STREET FIGHTER EX3

KEY TO MOVES

PPP= All three punches together
KKK= All three kicks together
-> = Hit each button in turn quickly.

COMBO TECHNIQUE

HOW TO DO A METEO:

Somehow, the traditionalist's favoured method of settling disputes, a firm Dragon Punch to the jaw or a quick elbow to the throat, just won't keep your opponent on the floor any more. This is where Meteo Combos come in – they take up all three levels of a power bar, and certain characters can even enlist the help of a like-minded tag-partner to give you a hand in the systematic battering of any fool to oppose your new found skills. Get his legs! Ruffle his hair!

KEN

Meteo Combo – Kuzuryuureppa (Nine-Headed Dragon Explosion)
↓, ↙, ←, ↓, ↙, ← + KKK
Meteo Tag Combo – With Ryu
↓, ↙, ←, ↓, ↙, ← + PPP

RYU

Meteo Combo – Shin Shouryuuken (True Rising Dragon Fist)
↓, ↘, →, ↓, ↘, → + KKK

CHUN LI

Meteo Combo – Kikoushou Goku, (Concentrated Spirit Palm Extreme)
↓, ↘, →, ↓, ↘, → + PPP

GUILE

Meteo Combo – Sonic Boom Typhoon
CHARGE ←, →, ←, → + KKK

DHALSIM

Meteo Combo – Yoga Inferno
↓, ↘, →, ↓, ↘, → + PPP

BLANKA

Meteo Combo – Super Electric Thunder
↓, ↘, →, ↓, ↘, → + KKK
Meteo Tag Combo – With Dhalsim
CHARGE ←, →, ←, → + PPP

ZANGIEF

Meteo Combo – Cosmic Final Atomic Buster
→, ↘, ↓, ↙, ←, ↖, ↑, ↗, →, ↘, ↓, ↙, ←, ↖ + PPP
Meteo Tag Combo – With Darun
→, ↘, ↓, ↙, ←, ↖, ↑, ↗, →, ↘, ↓, ↙, ←, ↖ + KKK

BALROG

Meteo Combo – Rolling Izuna Drop
CHARGE ↙, ↘, ↙, ↗ + K, ↓ + P TO THROW

SAKURA

Meteo Combo – Nekketsu Hadouken
↓, ↘, →, ↓, ↘, → + PPP
Meteo A-Ha-Ha
→, ↘, ↓, ↙, ←, ↖, ↑, ↗, →, ↘, ↓, ↙, ←, ↖ + PPP
Meteo Tag Combo – With Ryu
LP -> LP -> ← -> LK -> HP

HOKUTO

Meteo Combo – Shirasegatana
↓, ↘, →, ↓, ↘, → + KKK

SAGAT

Meteo Combo – Tiger Storm
↓, ↘, →, ↓, ↘, → + P

DARK HOKUTO

Meteo Combo – Tenkyou Satsu (Shout and Destroy the Sky)
↓, ↘, →, ↓, ↘, → + KKK
Meteo Tag Combo – With Kairi
LP -> LP -> ← -> LK -> HP

SKULLOMANIA

Meteo Combo – Super Skullo Energy
↓, ↙, ←, ↓, ↙, ← + KKK

D. DARK

Meteo Combo – DEATH Trap
↓, ↙, ←, ↓, ↙, ← + PPP

C. JACK

Meteo Combo – Home Run King
↓, ↘, →, ↓, ↘, → + KKK

Meteo Tag Combo –
With Vulcano Rosso
CHARGE ←, →, ←, → + PPP

SHARON
Meteo Combo – Assault Rifle
↓, ↘, →, ↓, ↘, → + PPP

NANASE
Meteo Combo – Machiyoi Tenkyuugeki (Crying Angry Sky)
LP -> LP -> → -> LK -> HP
Meteo Tag Combo – With Hokuto
LP -> LP -> ← -> LK -> HP

VEGA
Meteo Combo – Psycho Break Smasher
CHARGE ←, →, ←, → + PPP
Meteo Tag Combo – With Balrog
CHARGE ←, →, ←, → + KKK

GARUDA
Meteo Combo – Kyoujin Sanshuu
↓, ↙, ←, ↓, ↙, ← + KKK
FOLLOW-UP 1: ↓, ↘, →, ↓, ↘ + K
FOLLOW-UP 2: ↓, ↙, ←, ↓, ↙ + P

SHADOW GEIST
Meteo Combo –
Super Death Energy
↓, ↙, ←, ↓, ↙, ← + PPP

KAIRI
Meteo Combo – Kyouja Renbu
LP -> LP -> → -> LK -> HP
Shouki Hatsudou
↓, ↘, →, ↓, ↘, → + PPP

PULLUM
Meteo Combo – Gradus Pall
↓, ↘, →, ↓, ↘, → + PPP
Meteo Tag Combo – With Darun
↓, ↙, ←, ↓, ↙, ← + PPP

AREA
Meteo Combo – Final Cancer
↓, ↙, ←, ↓, ↙, ← + PPP

›EXTRA CHARACTERS フハワヌキニラ

Want to play as Sagat? Garuda? Erm...Pullum? Complete the game loads of times in Original mode. The skill level doesn't matter, but you aren't allowed to continue – so watch yourself...

ONE: SAGAT
TWO: VEGA
THREE: GARUDA
FOUR: SHADOW GEIST
FIVE: KAIRI
SIX: PULLUM
SEVEN: AREA
EIGHT: DARUN
NINE: VULCANO

To fight Vega 2 in the final battle of Original mode, you must meet the following conditions. He'll beat you senseless, mind.

For Normal Difficulty:
Finish each stage with a Finish Combo (that's a Meteo Combo, Tag Combo or Critical Parade).
Score more than 500,000 points
No continues allowed

For Hard Difficulty:
No continues allowed

MR T
If you're playing on *SFEX3's* Grand Hall stage in Training or Arena mode, sometimes your surroundings will be blue rather than red. Look out for Mr T's portrait on either side of the archway.

MANO-A-TRIO: It looks unfair, yes, but it's still tremendously good fun.

VULCANO ROSSO
Meteo Combo – Shikei
(Four Scenes)
↓, ↘, →, ↓, ↘, → + KKK

DARUN
Meteo Combo – G.O.D.
→, ↘, ↓, ↙, ←, ↖ + PPP
Meteo Tag Combo –
With Zangief
→, ↘, ↓, ↙, ←, ↖, ⊔, ↗, →, ↘, ↓, ↙, ←, ↖ + KKK

PSM2 TOP TIP!
Meteo combos are the only way to beat the game at Platinum level. It's also a humiliating way to flatten human opponents.

›SEXY INTRO, EXTRA CARS AND MODES フハワヌキニラ

RIDGE RACER 5

Do you ever tire of just driving around really fast? If the answer's a firm 'oh, yes', then you wouldn't make a particularly good racing driver. So, here's some cheeky hints to spice things up a bit.

CONTROL THE CLASSY INTRO SEQUENCE
During the intro, press L1 and R1 to cycle through three different effects during the section that uses the in-game graphics.

TERMINAL VELOCITY: Get used to this view of the Super Caddy. It's ferociously difficult to beat.

Pick between black and white, sepia-toned and mild blur, which does a good job of hiding those jagged edges.

THIRD PERSON VIEW ON-SCREEN DISPLAY
While racing in the third person perspective, hold SELECT to display on-screen information that includes the amount of pressure being used on various controller buttons.

EXTRA MODES
To make the most of *RR5*, you're going to have to drive at medically inadvisable speeds and thrash the opposition into the ground. Try the following to test your *Ridge* racing abilities, and bag yourself some formidable wheels into the bargain.

DUEL MODE
Finish in first place in lap and overall time in the Standard Time Attack GP.

99 LAP MODE
Set the top score in each race of the Time Attack GP in Extra mode, finishing up there in first place.

PAC MAN MODE
Exceed 3,000 kilometres in total distance raced to unlock a red roadster with a Pac Man driver. Race against ghosts on scooters which you can't, unfortunately, eat.

MY PINK CADILLAC: But when you get it, you can crash at 400 miles an hour. Nice.

NEW CARS
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode in the following courses –

50's Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
VW Beetle (with super grip handling) – Solort Rumeur
McLaren F1 Clone – Kamata Angelus

›VIEWPOINT OPTIONS

ARMOURED CORE 2

Break out the pulsar cannons and fire up the propulsion packs. Get a totally new perspective on the mechanoid carnage unbolting itself before you through the flames with these easy to use viewpoint-shifting cheats.

FIXED CAMERA VIEW

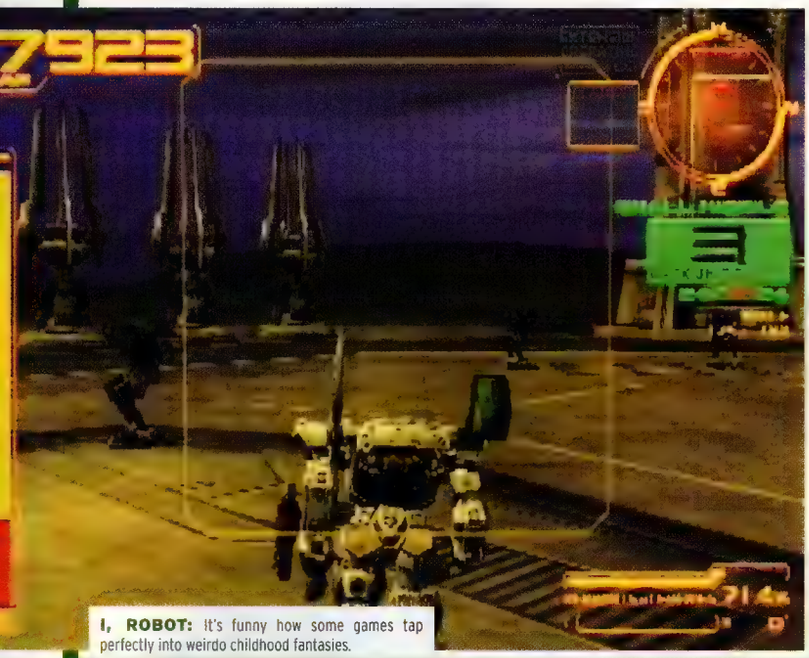
While playing a game, hold ◎+⊗+START. The game will then pause. Press START to resume playing the game with the camera now fixed at your specified location. For the Japanese version of the game, hold ◎+⊗+SELECT.

FIRST PERSON VIEW

While playing a game, hold ▲+□+START. The game will pause. Press START to resume the game with the new camera view. For the Japanese version of the game, hold ▲+□+SELECT.

RETURN TO DEFAULT VIEW

To return to the default view, pause the game, then press START to resume the game. For the Japanese version of the game, press SELECT instead of START.



I, ROBOT: It's funny how some games tap perfectly into weirdo childhood fantasies.

›ALL THE MOVES シワミカ

SKY SURFER

Got *Sky Surfer*? Hmm. Well, you've hopefully learned your lesson. But if you're sick of plummeting to your death in one of the world's stupider extreme sports, here's a list – with names – of the stunts you can pull in dive mode. PSM2

TRICK MOVES

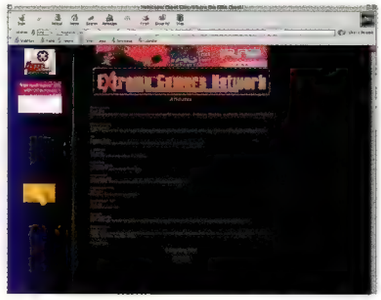
Scorpion	◎,▲,⊗
Menhouse Surprise	□,▲,⊗
Opening Touring Car	□,□,□,◎
The Plate	▲,⊗,▲,⊗
Tidy Bowel In The Hole	□,⊗,◎,⊗
Bending Reed	▲,□,⊗,◎
Propeller	□,▲,⊗,◎
Free Fall	▲,⊗,⊗,▲
Burner Speed	◎,◎,◎,□
Snow Ball	▲,□,□,◎
Avalanche	▲,◎,◎,□
Rolling Barrel Left	⊗,◎,◎,⊗
Rolling Barrel Right	⊗,□,□,⊗

›TRANSLATIONS シワミカ

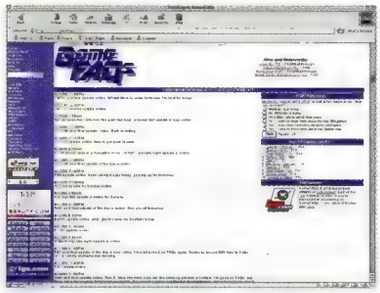
TURNING JAPANESE

Having translation difficulties? Get on the Internet, where a few people have been altruistic (or mad) enough to spend their free time translating manuals and in-game bits for the benefit of others. The following are worth a look:

http://www.cheatcc.com/: This has translated the otherwise impenetrable *SFEX3* create-a-character mode.



http://www.cheatelite.com/: Some of these sites aren't too bad for gaming advice, either...



http://www.gamefaqs.com/: Good, if you don't mind wading through the minds of *Primal Image* fans.

›THE HIDDEN MODES シワミカ

DRUMMANIA

PSM2 TOP TIP! See how it should be done by leaving the computer on auto-play, or just switch that irritating bass guitar player off.

If the standard settings already available on *DrumMania* just aren't enough of a challenge for you, then you're either genetically abnormal or abusing some sort of performance enhancing drug. Try making things even harder for yourself with these extra play modes, entered on the mode select screen.

EXPERT REAL

Hi-Hat, Hi-Hat, Snare, Snare, High Tom, Low Tom, High Tom, Bass, Bass. After hitting Bass for the second time, you'll hear a chime. Hit the Low Tom while on Real to switch from Real to Expert Real.

MIRROR

Snare, Snare, High Tom, Low Tom, High Tom, Bass

HIDDEN

Low Tom, High Tom, Low Tom, High Tom, Low Tom, Bass

SPEED UP

Hi-Hat, Snare, Hi-Hat, Hi-Hat, Snare, Hi-Hat, Bass PSM2

KEITH MOONING He's happy, because he only has to hit the snare every five minutes.

COSTUME PARTY: Complete the game as Helen; play as Catsuit Helen. Hmmm, appealing.

DEAD OR ALIVE 2

Complete the game in Story mode to get extra costumes for your character. They're only really appealing if you want to look like a pimp or a schoolgirl, but it's nice to have options. PSM2

>MGS NAMES シコカノ

GINSU SHREW

GEARING UP: One of our team threatens to join the navy SEALS every time he hears the theme tune.

Remember the finale of *Metal Gear Solid*? You cheered when – after being torched, dropped from a great height and violently machine-gunned – Liquid eventually keeled over; cried because it was your fault that the plucky Meryl died; and pondered the nature of genetic inheritance. Then our sneaking, neck-snapping, cap-popping hero said – "Actually... my name's Dave", and everyone laughed, like at the end of an episode of *Thundercats*. Well, sod that. Everyone should have a name as cool as Revolver Ocelot or, er... Grey Fox, and now everyone can. Hit the fun, but practical, *Metal Gear Solid* name generator at: *www.buzzsite.com/goodies/MGSnamegen/* and insist that everyone calls you Chopper Cockroach. Then spend a couple of weeks wishing you hadn't. **PSM2**

>FALSIES シコカノ

URBAN LEGEND

And so to the story that's doing the rounds of excitable youngsters, ill-informed web-sites and dodgy mags everywhere, despite not being true. No, you can't get Dr. B. by playing *Tekken Bowl*, even if he is in the crowd. He's already ruined one game. **PSM2**

OLD MAN BLUES: He coughs, he falls over. Why would you want to be Dr. Boskonovitch?

>YOUR QUESTIONS

Q&A

Mother. The PSM2 mini-mag was only on the shelves for five minutes, and we were already being bombarded with e-mails from readers with import PS2s. We're here to help though, and if you've got any gaming queries don't hesitate to contact us at PSM2@FUTURENET.CO.UK. We'll reply to your questions here in the magazine, so everyone can benefit from the answers...

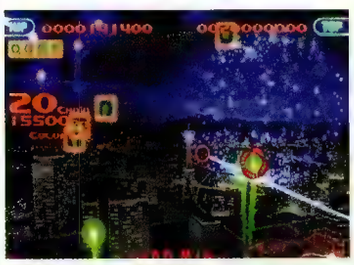
Just think how many mucky mags you could buy for the price of *Primal Image*.

Q: CAN YOU UNDRESS THE MODELS IN PRIMAL IMAGE? FROM: David Rees
A: Good grief, no. Having said that, you can make them complain by posing them in unnatural positions. But, seriously, don't bother.

Q: HOW DO I GET TO THE HIDDEN STAGES ON DOA2...? FROM: Sam Pinder
A: There aren't selectable hidden stages as such, but you can reach new areas by knocking your opponent through the scenery. For two of them, critical hit your opponent against the wall in the Dragon Hills, or keep doing throws into the snow on the White Storm level.

Q: ...AND I'M GETTING A BIT SICK OF BEING PANELLED BY THE COMPUTER CHARACTERS, WHEN I CAN'T EVEN MANAGE TO DO COUNTERS. ANY SUGGESTIONS? FROM: Paul James
A: You're probably trying to do it the hard way. All you have to do is hit ←, ↖ or ↙ and the Free button. In the somewhat trickier Arcade mode, to counter high or low you need to press → then ↑ or ↓ and Free. Countering mid attacks is a bit more difficult. To counter mid punches you have to press →, ← then Free, but to counter mid kicks you have to press ← then →. Keep it simple.

Q: IS IT TRUE THAT THERE WON'T BE A DEMO DISC WITH PS2? FROM: Robert Storey
A: If, due to not having any money, you're left with a PS2 but no games, you can still have fun. Sort of. For real entertainment, try loading up a disc that PS2 can't recognise. That soothing start-up noise is replaced with a menacing growl, and the normally placid blue screen turns a rather disturbing shade of red.



It's possible to chain over 200 hits in Starmine, we reckon.

Q: I CAN LINK SOME BASIC EFFECTS TOGETHER IN FANTAVISION, BUT OTHERWISE I HAVEN'T REALLY GOT A CLUE WHAT'S GOING ON. FROM: Mike Jones
A: The key thing is that the more items you link to the final letter of a Starmine, the longer it lasts, and the longer it lasts the more energy it will let you regain. Bearing this in mind, you ought to be able to complete Normal mode, and gain fairly easy access to the hidden Extra version. **PSM2**

>PSM2 CHALLENGE シコカノ

COME ON, THEN!

When you play games until your fingers bleed and your eyes water, they become surprisingly easy. So make things tougher for yourself, impress your friends and enhance your hand-eye coordination with our challenges. Get your own personal bests in, and we'll get a PSM2 league table up and running. In the meantime, though, we're feeling inventive this month...

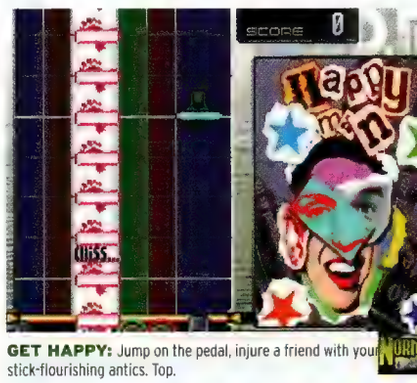
TEKKEN TAG TOURNAMENT

CHALLENGE: If you're addicted to snack food, prone to showing off, or about to lose your thumbs because of a foolishly incurred gambling debt, don't worry – you can still fight. See how far you can get in Survival mode with only one hand – that's just using the kick, punch and tag buttons. Our best is six matches using Lei and Hwoarang, but we misspent our youths on this game. It's also handy practice for fighting your mates with one arm, while taunting elaborately with the other. **PSM2**

OOO, ME BACK: Just one of the many moves you can do by frantically hitting both kick buttons.

DRUMMANIA

CHALLENGE: The relatively tame drumming action takes on a whole new angle when you're show-boating for an eager, beer-drenched crowd. See if you can get through the game on Normal mode with your arms crossed. For extra style points, see how many stick twirls and/or throws you can do in the space of a single song. *Happy Man's* a good choice, as it lets you frantically stamp on the bass pad while flinging your sticks about like a pro. Our best in a completed song is fifteen full spins. Mind those eyes children, eh. **PSM2**

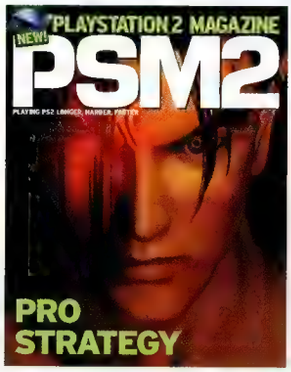


GET HAPPY: Jump on the pedal, injure a friend with your stick-flourishing antics. Top.

DEAD OR ALIVE 2

CHALLENGE: It is, of course, bad form to hit a lady, but flinging 'em off high buildings and snowdrifts is something of a grey area in the happy world of beat-em-ups. Bearing this in mind, see how slowly you can complete the game on Time Attack – no losing, but avoid violence, or as little contact as you can, for as long as possible. Use of the evade techniques is crucial, and for an extra challenge, try only using counter moves. Anything more than ten minutes is impressive, but don't do it on real people, as they tend to get a bit stroppy. **PSM2**

MIME OVER MATTER: Stay very, very still, and she might just go away.



TEKKEN TAG TOURNAMENT

Want to learn the way of the warrior? This month PSM2 offers the ten most popular fighters and their finest moves. Your black belt is in the post. **EXPERT:** Andy Collins

DEVELOPER Namco
PUBLISHER Namco
GAME TYPE Fighting

AIM OF THE GAME

THE SYSTEM

When it comes to fighting games *Tekken* must feature as one of the finest systems created. When the first version arrived in the UK it was a revelation to think that the control method simply mimicked a human – offering each limb an individual button. With the top two buttons taking up the arms and the bottom two the legs *Tekken's* natural control method soon became king. No more mid, low and high punches.

"SO WHAT?" YOU ASK

Using these buttons you can think a lot *closer* to the game, it's a more immediate system. In the last two *Tekken* games the innovation has continued with the sidestep and tag being added to the equation. While the tag is great for gameplay, it's the sidestep that'd really opened up the game. Now, we had a proper 3D contest.

ANY GOOD TACTICS?

This system allows a good gamer to circle their victim before finally finishing them off. Instead of blocking a move, you can take a step to the side, catch them with a throw and pummel them.

>GETTING STARTED

TEN STEPS TO SUCCESS

This could be the difference between limping away in shame or gloating over the number of teeth your latest victory has cost King.

1 PROPER SIDESTEP

One of the finest methods of attack is defence. As soon as the enemy starts to advance duck to the side (set up shoulder buttons for instant moves), then launch straight into a throw. The surprise element will have them on the floor in seconds.

2 THE PERFECT THROW

As a method of attack these are wonderful, but they can be countered fairly easily. Make sure you know all the throws from every direction as chucking variety into your attacks will make them more successful and harder to evade.

3 AVOIDING THROWS

For any chance of avoiding a battering – get used to avoiding throws. This can be quite hard if you're playing against an expert, so take extreme measures. The best idea is to spend the entire fight in a crouched position, using low attacks and the occasional sweeping move for diversity.

4 CHEESE IT UP

OK, so a fighter with your prowess doesn't want to resort to cheese moves, but you'll be amazed how useful they are when it comes to destroying a good player's rhythm. The most annoying thing you can do is a quick ankle kick over and over again. Soon enough your opponent will lose their zen-like, steely discipline, make a foolish mistake and pay for it... dearly.

5 TIME YOUR TAGGING

Get used to tagging. Unlike games like *Dead or Alive 2*, *TTT* only gives you one bite of the cherry – as soon as one fighter loses their energy you lose the round. If you're close to losing all your energy then tag immediately to your other fighter. Learn to keep one eye on the energy bar at all times.

6 REACTIONS

Occasionally you'll try a move which fails. Normally you can get away with missing these but against a good player you'll leave them a full second to attack. It's vital you hit back as soon as possible, so get ready to throw a quick slap or kick the instant you realise you've missed the big move.

7 FIGHT IN PAIRS

If you want to be ultra-efficient about knocking the crap out of your enemies try to use similar characters in the tag fights as, more often than not, they have special moves which, with their comparative styles, allow greater interaction between each other.

8 COUNTERS

These are hard to get right, so spend a few hours in the practice arena and your game'll improve massively. The best time to counter is when your opponent is set to launch one of their signature moves (watch for the the telltale animation). Their confidence will be shaken if it looks like you're countering with ease.

9 USE COMBOS

Often these are so hard to use that only the real top rank gamers will try them. Work hard at remembering two quick combos and throw them randomly into a bout. This will cost your opponent a lot of points as well as putting the fear of the Fighting God into them.

10 GAIN THE EDGE

One of the finest ways to beat folk is to use your gob. You shouldn't underestimate how effective a few verbal taunts can be. Try classics like "Do you want some crackers with that?" (for a cheese player), or suggest "I could beat you with Tetsujin".

MOVES KEY

f - tap → once
d/f - tap ↘ once
b - tap ← once
d/b - tap ↙ once
d - tap ↓ once
u/f - tap ↗ once
u - tap ↑ once
u/b - tap ↖ once
F - Hold stick forward
D/F - Hold stick down/forward
B - Hold stick back
D/B - Hold stick down/back
D - Hold stick down

PSM2 WATCH OUT! NEW CHARACTER MOVES EXCLUSIVE TO TEKKEN TAG ARE WRITTEN IN UPPER CASE

U/F - Hold stick up/forward
U - Hold stick up
U/B - Hold stick up/back
N - Neutral joystick position (Joystick is not touched)
SS - Sidestep (u,N or d,N)
QCF - Quarter circle forward (Circle stick from down to forward)
QCB - Quarter circle back (Circle stick from down to back)
HCF - Half circle forward (Circle stick from back to down to forward)
HCB - Half circle back (Circle stick from forward to down to back)

LINKING & SPECIAL CONVENTIONS

+ - Moves must be done together
, - Moves must be done right after the other
~ - Moves must be done IMMEDIATELY after the other
- Or (When used between two moves, they are interchangable)
> - Move following the > has the option of being slightly delayed
- Hold movement preceeding the '#' until end of string or until N (Neutral)
FC - Do move during full crouched position
WS - While standing up (Returning the stick to neutral from a crouch)
RN - While running
BK - Back facing the opponent
FD/FT - Lying on the ground Face Down / Feet Towards opponent
FD/FA - Lying on the ground Face Down / Feet Away from opponent
FU/FT - Lying on the ground Face Up / Feet Towards opponent
FU/FA - Lying on the ground Face Up / Feet Away from opponent
CH - Major Counterhit (Hitting your opponent during their move execution)
[] - Brackets surrounding an item indicate an optional output
() - Parenthesis indicates moves grouped together
{} - Curved brackets indicate buttons needed to break a throw
: - Pause 1/3 a second between button presses (Tenstring timings only)

›MOODY MASTER

BAEK DO SAN

Extremely proficient in Tae Kwon Do, Baek is destructive in the hands of a button basher, but deadly in the hands of an expert.

Baek was one of the finest fighters in *Tekken 2*, with a great range of moves. Primarily all these attacks come from his feet, with many incredible moves being thankfully easy to pull off. He's still relatively underused though, with many players opting for Hwoarang's more 'showy' style. Playing as him is a treat if you're good at remembering three or four string attacks. If you have to play *against* him though, here's some advice: stay back and wait for his lunging attacks. Practice evading him and following up with sideways throws.

PSM2 NEW MOVE! SWORDFISH THROW {□+△} tap ↙+□+⊗

GRAPPLING

CANNONBALL ..... [TAG NECKSNAP *Need Hwoarang on Team*] forward+△+⊗ [~Tag]
BOLT SIDE THROW ..... {□} (←) (□+⊗)_(△+○) (△+Tag)
STAT BOLT SIDE THROW ..... {△} (→) (□+⊗) (△+○)_(△+Tag)
HAMMERHEAD THROW ..... {□} (Front) □+⊗
COBRA BITE THROW ..... {△}→+△
SWORDFISH THROW ..... {□+△} tap ↙+ □+⊗
STARFISH THROW ..... (Back) (□+⊗)_(△+○) (△+Tag)

BAEK POTATO: Here's how the old spodger appears in his end movie. He's looking at his stroppy student...

SPECIALS

BLACK WIDOW, .[in Flamingo] ⊗,⊗,○>○>⊗ [f_b]
SILVER MANTIS *Juggles* .....⊗,⊗,○>○>○,⊗
1 2 PUNCHES, ...[in Flamingo] □,△,⊗~f
STEALTH NEEDLE ..... ←+□
RAISE HAMMER ..... SIDESTEP+□
BOLT CUT ..... ←+△
MANTIS BACKHAND ..... →+△
BONE STAGGER ..... tap ↗ +△
FLASHING HALBRED, .[in Flamingo] ⊗+○ [f_b]
HEEL LANCE ..... ←+○
HEEL AXE ..... tap ↙+○

NEW COMBO!

Starting off with a couple of punches, Baek soon turns to his feet. It doesn't take too much learning, but opponents will learn to sidestep out of the way if you over use it.

△⊗~ F F+○,⊗,{⊗},D+○

PUNCH PARRY, ... [in Flamingo] *Parries High and Mid* back+□+△ [B]
BUTTERFLY KICKS ..... _(Butterfly Needle) [□,△,]⊗, ⊗,⊗,○_(↓+○)
CANNONBALL ..... [TAG NECKSNAP *Need Hwoarang on Team*] △~⊗ [~Tag]
Heat Destruction, ... [in Flamingo] △S+⊗,○>○>⊗ [f_b]
Hurricane Destruction ..... WS+⊗,○>○>○,⊗
Starlight Blade ..... [Tag] *Juggles* ⊗,↓+○>⊗ [~Tag]
Silver Mantis ..... ⊗,⊗,○>○>○,⊗
Wing Blade ..... [Tag] *Juggles* f,N,d,tap ↘ +⊗ [~Tag]
Snake Creep ..... FC ↓+⊗,⊗,↓+⊗
Snake Blade ..... [Tag] *Juggles* FC ↓+⊗,⊗,N+⊗ [~Tag]
Heel Knife, ... [in Flamingo] FORWARD+○>⊗ [,f_b] FORWARD+△>△,⊗
Albatross ..... [in Flamingo] △S_tap ↘ +△>△>⊗ [f_b]
Flame Hawk ..... WS_tap ↘ +○>○>○,⊗
Hunting Hawk ..... tap ↗ +⊗,○,⊗
Peck Rash, ... [in Flamingo] FC_↓+○,⊗,⊗>v [f_b]
Peck Needle ..... C ↓+○,⊗,⊗,↓+⊗
Heel Explosion ..... [cancel into Flamingo] *Unblockable* tap ↙ +⊗+○ [b,b]
Butterfly Kicks ..... _(Butterfly Needle) □,△,⊗,⊗,⊗,○_(↓+○)
Maha Needle ..... (↓ tap↙_tap ↘)+⊗

COMBOS

Ten Hit ..... ○,⊗,○,⊗,⊗,⊗,⊗,⊗,○,⊗
Ten Hit ..... ○,⊗,⊗,○,⊗,⊗,⊗,○,⊗,⊗
Seven Hit ..... [⊗,○,]⊗,⊗,⊗,⊗,○
Six hit ..... ⊗+○,dash forwards,tap↙+○
Seven hit forward, ... N,↓,tap ↘ +⊗,tap ↗ +⊗,△,
Seven Hit ..... (during counter) ↓+⊗,⊗,N+⊗,□,↓+⊗,⊗,N+⊗
Tenstring ..... ○,⊗,○,⊗,⊗,⊗,⊗,○,⊗
Tenstring ..... ○,⊗,⊗,○,⊗,⊗,⊗,○,⊗

›BLOOD TALON

HWOARANG

Much like a younger version of Baek, he's absolutely ruthless when played by someone who mixes his moves. Have fun with the feet...

A student of Baek, this artist is a tremendous fighter. His throws are works of art which work exceptionally well at destroying the energy of your enemy. Use a lot of sidesteps and throws to disrupt the other player's rhythm. If you're facing him, avoid getting a sound beating by playing it as you would against Baek – keep your distance and attack with well-aimed long kicks. Using Hwaorang with his teacher make these two an efficient, and formidable, Tag team. But just watch out for Baek's end movies to see their real relationship...

PSM2 NEW MOVE! LIFTING LEG KICK [Tag] *Juggles* BK ⊗ [~Tag]

GRAPPLING

FALCON DIVE KICK ..... {△} △+○
CANNONBALL ..... [DEAD END TAG *Need Baek on Team*] forward+△~⊗ [~Tag]
Tag-Kick MaSidestepacre ..... {□} (Left) (□+⊗)_(△+○)_(△+Tag)
Neck Snapper ..... {△} (Right) (□+⊗)_(△+○) (△+Tag)
Jumping Leg PreSidestep ..... (Back) (□+⊗)_(△+○)_(△+Tag)

SPECIALS

LOWKICK, HIGHKICK (RFL) ..... down+⊗,△

Both Right Foot Forward-(RFF) and Left Foot Forward-(LFF)

Crouch Dash ..... f,N,d,tap ↘ △ [~Tag]
Low Kick, Lifting Leg Kick ..... *Juggles* down+ △,△
Toe Kick, [Axe Kick, (RFF)] ..... WS+△,[~△]
Heel Explosion ..... *Unblockable, cancel into (LFL)* tap ↙ +⊗+△ [B to cancel]

NEW COMBO!

There are only a few times the fighters contact with this combo but get it right and you can guarantee the final contact will be your opponent hitting the floor.

□+△,f,N,d,D/F+○,○,□

Left Foot Forward-(LFF) Only

RIGHT FLAMINGO ..... f,N+△
LOW SMASH, HIGHKICK (RFL) ..... down+ ⊗,△
LIFTING LEG KICK ..... [Tag] *Juggles* BK ⊗ [~Tag]
Machine Gun Kicks ..... [Tag] *Juggles* ⊗,⊗,⊗>⊗ [~Tag]
Right Spinfist, (RFF), [LFF] ..... forward+△ [~F]
(LFL), [Cancel] ..... forward+⊗ [~N]
Thrust Sidekick ..... forward+⊗~⊗

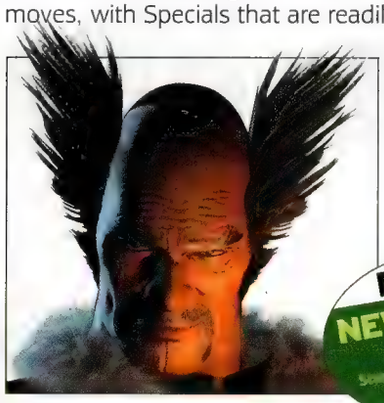
Right Foot Forward-(RFF) Only

JAB,(KICK)_(REVERSE KICKS)_(SPIN KICK)
△,(⊗)_(△,△) _(back+△) .....
JAB, RIGHTKICK, (RFL) ..... △,△~F
LIFTING LEG KICK [Tag] *Juggles* BK △ [~Tag]
RIGHT SIDE KICK ..... tap ↘ +△
Lifting Leg Kick ..... [Tag] *Juggles* forward+△~△ [~Tag]
Leaping Left Roundhouse_Screw Kicks . dash forwards+(⊗)_(△,⊗)

KING OF THE IRON FIST

HEIHACHI

The ideal all-round fighter. He's armed with a good range of simple moves, with Specials that are readily accessible to most *Tekken* adepts.



One of the few fighters to make an appearance in every game. But with hair like that, we're more than happy to see him in *Tag*. Even though he's very old he's a wonderful fighter who's equally skilled with hand or foot. His double fist attack is incredibly easy but critically effective. Playing against him is tough due to his astounding versatility, although he does have some slight delays in finishing his attacks which can be ideal for slotting in a couple of kicks to the skull as he recovers. Team him up with Jin for a deadly partnership...

PSM2 NEW MOVE! DARK THRUST Stuns on counter hit ←+⊗

GRAPPLING

Neck Breaker ..... (From Front) ⊡+⊗
Powerbomb ..... (From Front) ⊙~⊙
One Hand Slam ..... (From Left) (⊡+⊗) (⊙+⊙) (⊙+Tag)
Tile Splitter Guillotine ..... (From Right) (⊡+⊗) (⊙~⊙) (⊙+Tag)
Atomic Drop ..... (⊡+⊗) (⊙+⊙) (⊙+Tag)

SPECIALS

STUN SPLITTER ..... ←+⊡
Shining Fists ..... ⊡,⊡>⊙
2 Punches, Backfist ..... ⊡>⊙,⊙
Thunder Godfist ..... _Slice Kick →+⊡>←+⊙,⊡⊙
Chi Palm ..... (⊙~⊡)_⊡+⊙
Twin Pistons ..... [Tag] *Juggles* tap ↘+⊡,⊙ [~Tag]
Deathfist ..... UP - UP/FORWARD – FORWARD/DOWN+⊙
Backfist ..... →+⊙
Spinning Gutpunch ..... ←+⊙
Tile Splitter, Deathfist ..... down+⊡,⊙
Demon Godfist ..... [Tag] *Juggles* dash forwards +⊙ [~Tag]
Thunder Godfist ..... f,N,d,tap ↘+⊡
Electric Wind Godfist ..... [Tag] *Juggles* f,N,d,tap ↘+⊙ [~Tag]
Slice Kick ..... f,N,d,tap ↘,N+⊗
Low Slice Kick ..... f,N,d,tap ↘#+⊗
Hell Sweep ..... [s]f,N,d,tap ↘#+⊙,[⊙],[⊙]
Thunder Godfist ....N+⊡
Axe Kicks ..... N+⊙,⊙
Left Axe Kick ..... *Floats* dash forwards+⊗
Screw Blade Hunting Hawk ..... tap up/forward once+⊗,⊙
Standing Heihachi Boot ..... *Stuns on CH* ⊙
Right Axe Kick ..... →+⊙
High-Low Jumping Spin Kicks ..... ↗ once+⊙,⊙
Vertical Boot ..... *Juggles* up+⊙
Axe Kicks ..... WS_QCF Down+⊙>⊙
Flipstomp ..... ⊙~⊗
Demon Stomp . *Hits Floored Opponent* down+⊙
Shadow Foot Sidestep ..... b,b,N+⊗+⊙
Demon Tile Splitter ..... *Unblockable* ↓+⊡+⊙
Lighting Taunt ..... ⊙+⊗+⊙

RAGE AGAINST THE MISHIMA: Heihachi's Godfist hunts out the zombie cop's ribs.

COMBOS

1 ..... f,N,d,tap ↘+⊙,⊡,→+⊡,←+⊙,⊡
2 CH WS+⊙,⊡,⊙, f,N,d,tap ↘+⊙ tap ↘+⊡,⊙,⊡, f,N,d,tap ↘+⊙,⊙,⊡
3 dash forwards +⊙, f,N,d,tap ↘+⊙,⊡, QCF Down+⊙
4 CH ⊙, f,N,d,tap ↘+⊡
5 Tenstring ..... tap ↘+⊗:⊙⊙::⊙:⊙::⊡::⊙::⊡::⊙::⊡

NEW COMBO!

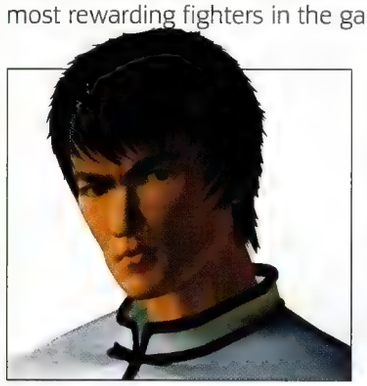
This starts with a double punch which soften ups the unlucky recipient. From here there's some fairly tricky pad work until it finishes with three fantastic punches.

f,N,d,d/f+⊙,d/b+⊙~⊙

FLAMING DRAGON HAS COME BACK

FORREST LAW

Using the Jeet Kun Do style of Kung Fu, Law can be one of the most rewarding fighters in the game. Somersault kicks. *Mmm...*



Based shamelessly on Bruce Lee, Law is one of the best fighters for a beginner as most of his moves are fairly quick and simple. For the more experienced player he offers a lot of scope too, with some incredible punch chains to be studied. And yes, he does have the One Inch Punch made famous by Bruce. Film fans will appreciate the appearance of the Game of Death outfit too. A nice touch.

PSM2 NEW MOVE! JUNKYARD COMBO b+⊙,⊗,⊙ [~Tag]

GRAPPLING

HEADLOCK KICK ..... (FROM LEFT) ⊗+⊗⊙+⊙⊙+Tag)
NUT CRACKER ..... (FROM RIGHT) (⊗+⊗⊙+⊙⊙+Tag)
DRAGON BITES ..... (FROM BACK) (⊗+⊗⊙+⊙⊙+Tag)
DRAGON KNEE [TAG] ..... f,f+⊗+⊙ [~Tag]

SPECIALS

DRAGON STORM [TAG] ..... b+⊗<⊙<⊗ [~Tag]
POISON ARROW ..... f+⊙~⊗ [~Tag]
HEAD KICK SOMERSAULT ..... ⊗<⊙ [~Tag]
DOUBLE KICK SOMERSAULT ..... ⊗,⊗,⊙ [~Tag]
DRAGON UPPER ..... WS+⊙ [~Tag]
TRIPLE KICK ROUNDHOUSE ..... ⊗,⊗,⊗,⊙ [~Tag]
HEAD KICK SOMERSAULT ..... ⊗,⊙ [~Tag]
DOUBLE KICK SOMERSAULT ..... ⊗,⊗,⊙ [~Tag]
CROUCH KICK SOMERSAULT ..... FC+⊗,⊙ [~Tag]
TWIST KICK SOMERSAULT ..... WS+⊗,⊙ [~Tag]
JUMP KICK SOMERSAULT ..... (u/b_u_u/f)+⊗,⊙ [~Tag]
QUICK CATAPULT ..... FC,(u/b_u_u/f)+⊙ [~Tag]
FAKE SOMERSAULT SKY KICK ..... FC,(u/b_u_u/f),⊙ [~Tag]
QUICK ADVANCE CATAPULT ..... (U/B_U_U/F+⊙) [~Tag]
Frog Man [KND] ..... d+⊗+⊙ [~D]
Catapult Kick ..... ⊗+⊙ [~Tag]
Shaolin Spin Kicks ..... ⊙,⊗,⊙
High Catapult Kick ..... FC,(U/B_U_U/F)+⊙
Rainbow Kick ..... FC,(U/B_U_U/F)+⊗+⊙
Roundhouse - Somersault ..... ⊙,(u_uf)+⊗
Side Kick Somersault ..... (FC_d)+⊙,⊗
Front Kick Somersault ..... d/f+⊙,⊗
Face Kick Somersault ..... WS+⊙,⊗
Dragon Tail ..... d/b+⊙
Mugging ..... ⊗+⊙+⊗+⊙~⊗,⊗
Crouch Dash ..... FC,d/f,d,d/f
High Parry ..... b+(⊗+⊗⊙+⊙)
Low Parry ..... (d_d/b)+(⊗+⊗⊙+⊙)

FORREST GUMPH: An example of Law's cheeky throws - just press ⊡+⊗ to see him shake.

COMBOS

Ten hit ..... d/f+⊗,⊙,⊙,⊗,⊗,⊗,⊗,⊙,⊗,⊙
Ten hit ..... d/f+⊗,⊙,⊙,⊗,⊗,⊗,d+⊗,N+⊙,⊙,⊙
Ten hit ..... d/f+⊗,⊙,⊙,⊗,⊗,⊗,d+⊗,N+⊗,⊙,⊙
Ten hit . d/f+⊗,⊗,⊙,⊙,⊗,⊗,⊗,⊙,⊗,⊙
Ten hit ..... d/f+⊗,⊗,⊙,⊙,⊗,⊗,d+⊗,N+⊙,⊙,⊙
Ten hit ..... d/f+⊗,⊗,⊙,⊙,⊗,⊗,d+⊗,N+⊗,⊙,⊗

NEW COMBO!

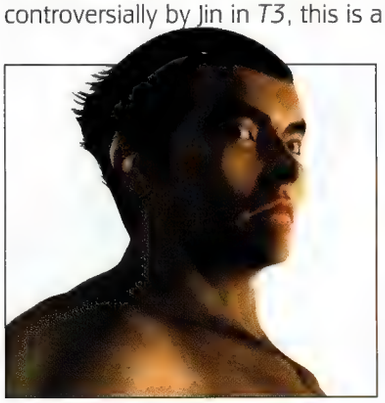
You can juggle this combo for ages once the main thread is complete. Simply press the punch buttons and you'll frustrate your opponent into submission.

FC,u,N+⊙, ⊡, b+⊙, ⊡, ⊙, b+⊙

MAN, HE GOT DA DEVIL IN HEEEM

KAZUYA MISHIMA

In all of his guises Kazuya is one of the Tekken greats. Replaced controversially by Jin in *T3*, this is a triumphant return.



Kazuya mixes up a shocking blend of strength, speed and variety to perfection. He's got an incredible range of moves – starting some very tricky moves balanced with an equal amount of simple-to-do tricks. Start with light punches then go straight for the heavyweight attacks. His range of kicks make it very tough to get close to him during a fight – use as many long range attacks as you can. In a direct competition we reckon Jin would just about edge it. Only just, mind.

PSM2 NEW MOVE! DEMON GUTPUNCH tap ↘+Ⓐ

GRAPPLING

STEEL PEDAL SMASH ..... (from left) (Ⓡ+Ⓧ)_(Ⓐ+Ⓨ)_(Ⓐ+Tag)
SKULL SMASH ..... (from right) (Ⓡ+Ⓧ) (Ⓐ+Ⓨ) (Ⓐ+Tag)
Reverse Neck ..... Throw (from back) (Ⓡ+Ⓧ) (Ⓐ+Ⓨ)_(Ⓐ+Tag)
Bitch Kicks ..... (from front) Ⓡ+Ⓧ
Hip Toss ..... Ⓐ+Ⓨ
Stonehead ..... [TAG ARMBAR *Need Jun on Team*] {Ⓐ} dash forwards +Ⓡ+Ⓐ [~Tag]

SPECIALS

GLORY DEMON FIST ..... *Floats* →+Ⓡ+Ⓐ
GUT SLUGGER ..... tap ↘+Ⓡ
DEMON PAW ..... →+Ⓐ
LOW SLIPKICK ..... tap ↙+Ⓐ
PUNCHES, LOW SLIPKICK ..... Ⓡ>Ⓐ>Ⓐ
Shining Fists ..... Ⓡ Ⓡ>Ⓐ
Punch[es],Backfist ..... Ⓡ>Ⓐ,Ⓐ Ⓡ,Ⓐ
Twin Pistons [TAG] ..... *Juggles* WS+Ⓡ,Ⓐ [~Tag]
Ultimate Tackle ..... d_FC+Ⓡ+Ⓐ
Thunder Godfist ..... [Sidekick, Hellsweep] f,N,d,tap ↘+Ⓡ,[Ⓧ Ⓐ]
Wind Godfist [TAG] ..... *Juggles* f,N,d,tap ↘+Ⓐ [~Tag]
Kazuya Gutpunch ..... *Stuns on Clean Hit* WS+Ⓐ
Flipstomp ..... Ⓐ~ⓍSplit Axe Kick dash forwards +Ⓧ

NEW COMBO!

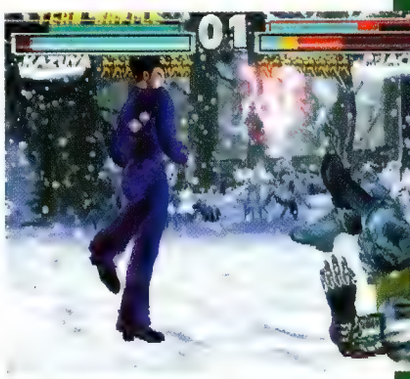
At first glance this looks close to impossible to pull off but learn the moves and things soon get a lot easier. This is one of the most effective combos and will put the opponent on the floor.

f,N,d,d/f,f,Ⓡ,Ⓧ,f,N,d,d/f,f,Ⓡ,d/f+Ⓡ

Axe Kicks ..... tap ↘+Ⓐ>Ⓐ
Axe Kicks ..... WS+Ⓐ,Ⓐ
Hell Sweeps ..... f,N,d,tap ↘+Ⓐ,Ⓐ
Axe Kick ..... →+Ⓐ
Feint Hopkick ..... *Juggles* tap ↗ ,N+Ⓐ
Jumping Kick ..... Ⓐ Hell Sweeps, Roundhouse u_tap ↗ +Ⓐ,Ⓐ,Ⓐ,Ⓐ
Thunder Godfist ..... _(Hell Sweeps) tap ↘+Ⓡ(Ⓐ,Ⓐ)
Wind Godfist ..... *Juggles* /→+Ⓐ
Lightning Godfist ..... *Unblockable* back+Ⓡ+Ⓐ
Lightning Hell Godfist ..... *Unblockable* BACK+Ⓡ+Ⓐ

COMBOS

1 f,N,d,tap ↘+Ⓐ,Ⓡ,Ⓐ, tap ↘+Ⓐ,Ⓐ
2 tap ↗ ,N+Ⓐ, →+Ⓐ
3 →+Ⓡ+Ⓐ, f,N,d,tap ↘,FORWARD+Ⓐ,Ⓡ, f,N,d,tap ↘+Ⓐ
4 CH WS+Ⓡ,Ⓐ,Ⓡ,Ⓡ,Ⓐ,Ⓐ
5 CH f,N,d,tap ↘+Ⓐ,Ⓡ,Ⓡ,Ⓐ,tap ↙+Ⓐ
6 Tenstring dash forwards ,N+Ⓐ, Ⓡ,Ⓐ, Ⓐ:Ⓧ:Ⓐ:Ⓐ::Ⓡ::Ⓐ:Ⓡ
7 Tenstring dash forwards ,N+Ⓐ,Ⓡ,Ⓐ, Ⓐ:Ⓧ:Ⓐ:Ⓐ::Ⓧ::Ⓐ:Ⓡ
8 Tenstring dash forwards +N+Ⓐ,Ⓡ,Ⓐ,Ⓐ,Ⓐ: Ⓐ:Ⓧ::Ⓐ:Ⓡ



KAZUYAKASHAA: Even the steel might of P-Jack is no match for devil boy in the right pair of hands...

ANGER OF BEAST

KING

Initially everybody button bashes in *Tekken*, but King's long-winded throw system demands a more presice approach.

King is an odd fighter indeed. In the hands of a newbie you should easily be able to take him out, so long as you don't expose yourself to his well-constructed counter-attacks. In the hands of an expert, however, playing him becomes very different. He'll take advantage of the smallest chink in your armour, so keep on the move, and keep sidestepping in and out of the screen to avoid falling victim to a beautiful, but cataclysmic attack.

PSM2 NEW MOVE! ELBOW SMASHSIDE SWIPE tap ↓/forward once+Ⓡ>Ⓐ

GRAPPLING

DDT ..... {Ⓡ+Ⓐ} FC,tap ↙~tap ↙+Ⓡ+Ⓐ
Tombstone Piledriver ..... tap ↙,forward+Ⓐ
Giant Swing ..... {Ⓡ} *Quick Recover for only r/w damage* f,HCFDown+ Ⓡ

SPECIALS

DUST KICK ..... BK Ⓧ
JUMPING ROUNDHOUSE KICK ..... forward+Ⓐ
FLYING BODY SPLASH ..... dash forwards +Ⓐ+ⓍⓇⒶ Punches Ⓡ,Ⓐ
Turnaround Kick ..... (BK) back+Ⓐ
Spinning Headboot ..... sidestep+Ⓧ+Ⓐ
Elbow Drop ..... tap ↗ +Ⓐ+Ⓐ

Knucklebomb [Tag] ..... f,N,d,tap ↘+Ⓡ+Ⓐ [~Tag]
Smash Uppercut [Tag] ..... *Juggles on CH*
Middle Smash ..... *Stuns on CH* dash forwards ,N+Ⓐ
Jaguar Backbreaker ..... {Ⓡ+Ⓐ} *stun* Ⓡ+Ⓐ
Jumping Powerbomb ..... {Ⓧ+Ⓐ} *stun*Ⓡ+Ⓐ,u,d,N+Ⓧ+Ⓐ
Frankensteiner [Tag] ..... *Throw on Close Standing Hit* tap ↘+Ⓧ+Ⓐ [~Tag]
Moon PreSidestep ..... *Unblockable* BK Ⓡ+Ⓐ
Jaguar Lariat ..... *Unblockable, can be ducked* (→+Ⓡ+Ⓐ)_(BK Ⓡ+Ⓐ)

COMBOS

1 tap ↗ +Ⓐ, tap ↗ +Ⓐ, ↓+ Ⓡ~N+Ⓐ
2 FC,tap ↘+Ⓡ, ↓+ Ⓡ, WS+Ⓡ, ↓+ Ⓧ+Ⓐ,Ⓐ
3 FC,tap ↘+Ⓐ,Ⓐ,Ⓡ,Ⓡ+Ⓐ,Ⓡ CH dash forwards +Ⓐ, Ⓡ,Ⓐ, tap ↘+Ⓐ,↓+ Ⓧ+Ⓐ,Ⓐ
4 CH f,N,d,tap ↘+Ⓡ+Ⓐ, ↑+Ⓐ+Ⓐ

NEW COMBO!

A true killer. This should dispatch your target to the tournament in the skies without question, as both feet and a fist are combined. It's very hard to use though.

f,f+Ⓡ+Ⓐ,f,f+Ⓡ+Ⓐ,d+Ⓧ+Ⓨ,FC+Ⓨ+Ⓨ,Ⓐ

SUPER POLICE

LEI WULONG

Lei offers something for everybody, with great accessibility for new-comers and a vast array of moves for more seasoned gamers.

PSM2 NEW MOVE! SWAYING DRUNKEN PUNCH [DRUNK STANCE] back+⊡ [~F]

Yet another example of Namco looking to the world of cinema for inspiration. This Jackie Chan-a-like moves gracefully (even when doing 'the drunk') but packs some of the most stinging surprise assaults in the game. His huge range of Kung Fu moves (Crane, Tiger, Snake etc) can be fantastically useful but often take too long and leave you open to a counter or worse. His 'Playing Dead' technique is great at keeping your enemy on their toes. Try to stay low when playing against him and get clear if he moves into one of the stances.

GRAPPLING

Flying Sky Kick [Tag] ..... (from front) ⊡+⊗ [~Tag]
Sailboat Stretch ..... (from left) (⊡+⊗)_(▲+◎)_(▲+Tag)
Punches/Crescent Kick ..... (from right) (⊡+⊗)_(▲+◎)_(▲+Tag)
Back Push down ..... (from back) (⊡+⊗)_(▲+◎)_(▲+Tag)

SPECIAL STANDARD STANCE

SNAKE PUNCH ..... [TIGER STANCE]_[DRAGON STANCE] SIDESTEP+⊡ [~f]_[~u_d]
DRUNKEN PUNCHES ..... [DRUNK STANCE] SIDESTEP+▲,▲ [~F]
BACKFLIP[S] ..... (BK) SIDESTEP+⊗+▲,[⊗+▲],[⊗+▲]
LIFE DRINK ..... *Recovers Health* [Drunken Stance] ⊡+▲
Rushing Punches, ... Sweeping Kick_Midkick f,N+⊡>▲>⊡>▲,⊗>▲
Crescent Kick ..... ⊗ Punches, Low Kick forward+▲,▲,⊡>▲>⊗
Crescent Kick ..... ⊗ Punches, Mid Kick [,Crane Stance] →+▲,▲,⊡>▲>▲ [,ud]
Elbow Drop ..... (FTAP UP/FORWARD ONCE A) tap ↑/→ once _tap up/back once+▲
Lifting Kick [Tag] ..... *Juggles*, (Ftap ↘T) ⊗ [~Tag]
Rush Combo ..... (Stunkick_Lowkick) f,N+▲~⊡,▲,⊗,(▲↓+▲)
Lightning Crescent ..... Stunkick_Lowkick f,N+⊗,▲↓+▲
Rave Sweep ..... *Floats on Clean Hit* tap ↙+▲,
Jumping Boot ..... *Juggles* tap ↑/→ once+▲
Turning Uppercut ..... [Tag] *Juggles* ▲ [~Tag]
Jumping Crescent Kick[s] ..... [FTAP UP/FORWARD ONCE T] ←+▲,[U],[d]
Drunken Fist ..... [Drunk Stance] ⊡ [~F]
Snake Stance ..... (→+▲+⊗)_(f,N+⊡~d)
Stabbing Punches ..... [Snake Stance] ⊡,⊡,⊡,⊡,⊡,⊡,[F]
Rolling Kicks ..... (FTAP UP/FORWARD ONCE T) ▲~▲,⊗
Lifting Kick ..... [Tag] *Juggles*, (Ftap ↘T) ⊗ [~Tag]
Midpunches, Lowpunch Combo ..... [Panther Stance] ▲,▲,▲,[F]
Lifting Kick ..... (Ftap ↘T) ⊗
Dragon Stance ..... (→+▲+⊗,u)_(f,N+⊡,▲~d)
Drunken Throw ..... {⊡}, [Health Gain Drink], Drunk Stance ⊡,[⊡+▲]
Double Arm Strike ..... [Tiger Stance] ⊡+▲,[F]
Uppercut, [Tiger] ..... *Juggles on CH* ▲,[F]
Panther Stance ..... (→+▲+⊗,d)_(f,N+⊡,▲,⊡~d)
Uppercut ..... [Tag] *Juggles/GMP if Blocked* ▲ [~Tag]
Crane Stance ..... (→+▲+⊗,d,d)_(f,N+⊡,▲,⊡,▲,▲~d)
Overhead Swipe ..... [Tag] *Bounces On CH* ⊡ [~Tag]

COMBOS

1 ..... CH tap ↙+▲~d,▲,⊡,⊡,[⊡],⊡,⊡,⊡
2 ..... tap ↘+▲,f,N+▲~⊡,f,N+⊡,▲,[⊡],▲
3 ..... FTAP UP/FORWARD ONCE A ⊗+▲,tap ↑/→ once+▲,⊡,f,N+⊡,▲,[⊡],▲
4 ..... tap ↑/→ once+▲,f,N+▲~⊡,▲,⊗,↓+▲

NEW COMBO!

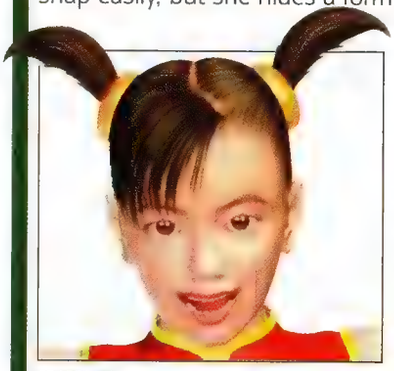
Lei's combos are a little disappointing to use as they are fairly easy to break out. This is one of the best as it's fairly short but gives a lot of damage for the money.

(f,N+⊗)d+◎,◎~◎,⊗,⊗

PLAYFUL TEENAGE GIRL

LING XIAOYU

The little 16-year-old with a love of fun parks might look like she'd snap easily, but she hides a formidable range of kicks and throws.



PSM2 NEW MOVE! FLAMINGO HIGHKICKS, (BK) b_SIDESTEP+▲

Some rate Xiaoyu as the finest player in the whole game. In the hands of someone who knows her Specials intimately, she'd damn near impossible to beat. Incredibly fast, few fighters can get close enough to her – and even when she's facing away from her opponent she has an infinite move which'll soon drain the poor sap's energy. Don't hang around when taking her on – get in with hard kicks and punches early!

GRAPPLING

STONEHEAD ..... *Need Heihachi or Jin on Team* (front) ~Tag
BEAR HUG ..... *Need Kuma/Panda on Team* (front) ~Tag (Left) (⊡+⊗) (▲+◎)_(▲+Tag)
Arm Hook Toss ..... {⊡} (Right) (⊡+⊗)_(▲+◎)_(▲+Tag)

SPECIALS

BIRD'S FLOCK ..... ⊡+▲
TWIN LIFTING PALMS ..... [Tag] *Juggles* tap ↘+▲~⊡ [~Tag]
OFFENSIVE SHOVE ..... tap ↘_↓+▲
Jab, Uppercut ..... ⊡,↓+▲ ⊡·▲ Jabs ⊡,▲
Storming Flower ..... *Horizon Taunt on CH* tap ↙+⊡
Kneecap Kick ..... tap ↙+▲
Rising Slap [Tag] ..... *Juggles on CH* WS+▲ [~Tag]
Skyscraper Kick ..... *Floats* WS+▲
Four Hit Flurry [Tag] ..... *Last Hit Juggles* FC,⊗,▲,⊡>▲ [~Tag]
Crouching Backturn ..... (BK) FC,tap ↙+⊗+▲
Spin Sweep ..... (Phoenix Stance) FC,tap ↘+▲
Lotus Twist ..... Lotus Slap_(BK) FC,tap ↘+▲,⊡_(~tap ↘)
Overhead Slaps ..... (Midpunch, Palmstrike) (Cancel) ↑+⊡+▲(,▲>⊡)_(~⊗+▲)
Knockdown Highkick ..... *Juggles* CH ▲
Overhead Kick ..... *Floats* CH u_tap ↗+▲
Turning Palm ..... (BK) tap ↘+⊡
Face Forward ..... ~tap ↘ Face
Windmill Slaps ..... [,Phoenix Stance] ↓+⊡ [,D]
Axis Spin ..... In_Out (⊗+▲)_(↓+⊗+▲)
Spinstrike ..... _(Power Spinstrike *Unblockable*) ▲(⊡+▲)
Tenstring ..... *Stopping after 6th hit - (BK)* ↑+ ▲⊡,▲,(⊡+▲),⊡,⊗,▲,▲,,▲,⊡
Tenstring ..... *Stopping after wth hit - Phoenix* ↑+ ▲⊡,▲▲▲,,▲,⊡+▲,⊡,▲,,▲ (BK)
Position back+⊗+▲
Backturned ..... Wide Sidestep (u~N) (d~N)
Reverse Ankle Kick ..... (BK) ↓+ ⊗
Reverse Hook Kick ..... [Tag] *Juggles* ▲ [~Tag]
Skip Midkick ..... (BK) dash forwards+⊗
Axis Spin ..... In_Out (⊗+▲)_(↓+ ⊗+▲)
Low Kick ..... tap ↙+▲
Roll Towards Opponent ..... [Kangaroo Kick *Juggles*] forward+⊗+▲[~⊗+▲]
Reverse Three Hit Flurry ..... [Tag] *Last Hit Juggles* ▲,⊡,▲ [~Tag]

COMBOS

1 Phoenix tap ↗+⊗,tap ↘+⊡,▲,▲,▲,⊡,▲
2 BK dash forwards+⊗+▲~⊗,▲,b,b,↓+▲,FC,tap ↘+▲~tap ↘,▲,⊡,▲
3 CH WS+▲,▲,▲,▲,▲,▲,▲
4 Phoenix, TAP UP/FORWARD ONCE #,⊗,FC+⊗,▲,▲,⊡, dash forwards+⊡+▲,⊡+▲

NEW COMBO!

This combo exploits Ling's speed. It relies on a lot of quick button presses, but if you get it right the enemy isn't going to break out of it very easily.

d/f+⊡,▲,▲,⊡,f,f+⊡+▲,⊡+▲

>HOT BLOODED MARTIAL ARTIST

PAUL PHOENIX

Paul doesn't have the largest range of attacks but what he does offer is capable of rendering the enemy incapacitated in a matter of seconds.

Paul's a strange fighter. On one hand, he's detested by the Internet community as the captain of cheese, which is a little unfair as a great *Tekken* player can really get the most out of this 'Cisco scrapper. On the other hand, if you've read our interview with Tekken Tag development team (pg24), you'll know he's a favourite at Namco. For a 40-year-old he's one of the strongest fighters in the game, with his heavy punching and huge kicking quickly able to flatten the energy bar of anyone foolish enough to go toe-to-toe with the ex-bouncer...

PSM2 NEW MOVE! THUNDER LIFTPALM Juggles WS+Ⓐ

GRAPPLING

Dragon Screw ..... {Ⓡ} (←) (Ⓡ+⊗)_(Ⓐ+Ⓞ)_(Ⓐ+Tag)
Tripping Hip Toss ..... {Ⓐ} (Right) (Ⓡ+⊗)_(Ⓐ+Ⓞ)_(Ⓐ+Tag)
Hip Toss ..... (←) (Ⓡ+⊗)_(Ⓐ+Ⓞ)_(Ⓐ+Tag)

SPECIALS

SIDESTEP ..... ←+⊗
ANKLE KICKOUT SIDESTEP ..... SIDESTEP+⊗
HAMMER SMASH ..... SIDESTEP+Ⓡ
Punch, Kick_Lowkick ..... Ⓐ,⊗_(↓+⊗)
Quick P-K Combo ..... →+Ⓐ,⊗
Punch, Lowkick ..... Ⓡ,Ⓐ
Elbow Uppercut ..... [Tag] *Juggles, CH Stuns* QCF Down+ Ⓡ [~Tag]
Death Fist ..... QCF Down+Ⓐ
Backdash ..... QCB Bounce Tile Splitter [Tag] *Bounces on CH* Ⓡ [~Tag]
Low Sweep ..... Elbow, Deathfist ⊗,Ⓐ>Ⓡ
Lifting Leg Punch ..... [Tag] *Floats* ⊗,Ⓐ>Ⓐ [~Tag]
Sidestepping Shoulder ..... Ram forward+Ⓡ+Ⓐ
Overhead Smash ..... →+Ⓡ+Ⓐ
Somersault Kick ..... *Floats Crouching Opponents* dash forwards+Ⓐ
Elbow, Death Fist ..... FC,tap ↘+Ⓐ>Ⓡ
Elbow, Lifting Leg Punch ..... [Tag] *Floats* FC,tap ↘+Ⓐ>Ⓐ [~Tag]

NEW COMBO!

A rather hard combo which will take some practising. Once perfected though, it's worth using just as your opponent is ready to pull the final punch as it'll turn the bout.

[u/f+q,]Ⓞ,Ⓡ,d+Ⓞ,Ⓐ

Elbow Smash ..... dash forwards +Ⓐ Ⓐ Jumping Kicks tap ↗ +⊗,Ⓐ
Jumping Boot ..... *Juggles* tap ↗ +Ⓐ,Ⓐ
Jumping Kicks ..... *Juggles* dash forwards +⊗,Ⓐ
Midkick ..... _Lowkick >(→+Ⓐ)_(↓+Ⓐ)
Stone Splitter ..... *Opponent Must be Grounded* ↓+Ⓐ
Lift Uppercut ..... *Juggles* tap ↘+Ⓐ
RestleSidestep Taunt ..... #(Ⓡ second)
Idiot Flip Kick ..... (Ftap ↘) *Paul Takes Damage* ↑+ Ⓐ+⊗+Ⓐ
Falling Leaf ..... *Combos on CH* ↓+Ⓐ,Ⓐ
Knockdown Highkick ..... *Juggles* CH Ⓐ
Ultimate Tackle ..... tap ↙+Ⓡ+Ⓐ
Reversal ..... back+(Ⓡ+⊗)_(Ⓐ+Ⓐ)
Super Death Fist ..... *Unblockable* back+Ⓡ+Ⓐ
Ultimate Tackle ..... tap ↙+Ⓡ+Ⓐ
Reversal ..... back+(Ⓡ+⊗) (Ⓐ+Ⓐ)

COMBOS

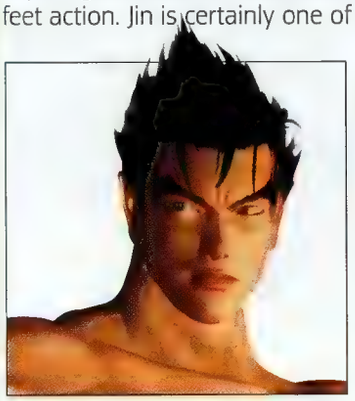
1 WS+Ⓐ, tap ↘+Ⓡ,Ⓡ, →+Ⓡ+Ⓐ
2 tap ↘+Ⓐ,Ⓡ,Ⓡ,Ⓡ,QCF Down+ Ⓐ
3 [FC,tap ↘+Ⓐ,]Ⓐ,↓+ Ⓐ,Ⓐ
4 tap ↗ +Ⓐ,Ⓡ,Ⓐ, tap ↗ +⊗,Ⓐ
5 CH QCF Down+ Ⓡ,tap ↗ +Ⓐ, tap ↙+Ⓡ, FC,tap ↘+Ⓐ,Ⓡ
6 Tenstring Ⓡ,Ⓐ,⊗,Ⓐ::Ⓡ:Ⓐ::Ⓡ:Ⓐ:Ⓐ:Ⓡ
7 Tenstring Ⓡ,Ⓐ,⊗,Ⓡ::Ⓐ:Ⓐ: Ⓡ:Ⓐ Ⓐ:Ⓡ

PAUL THE OTHER ONE: You'll find yourself relying on Paul's fiery fistwork, although his kicks are potent too...

>FATAL LIGHTNING

JIN KAZAMA

A younger version of Heihachi, offering slightly more emphasis on feet action. Jin is certainly one of the finest characters in *TTT*.



One of the strongest pugilists in *TTT*. This guy takes after Heichachi but doesn't quite have the finesse of Mishima-san. He can quickly take you apart with one or two short combos, so avoid a face-to-face confrontation with him if you want to last the distance. When choosing him as part of your own tag team, try to use his multi-level attacks as these are close to impossible to defend against. If you're inexperienced where Jin's concerned, concentrate on stringing together a few of Jin's lightning quick punches to produce a killer short-range attack.

PSM2 NEW MOVE! CORPSE THRUST tap ↙+Ⓡ

GRAPPLING

Stonehead ..... [ARMBAR TAG *Need Jun on Team*] {Ⓡ+Ⓐ} dash forwards+Ⓡ+Ⓐ [~Tag]
Striking Oshi Taoshi ..... {Ⓐ} Tap ↘+Ⓐ+⊗ (Left) (Ⓡ+⊗) (Ⓐ+Ⓞ)_(Ⓐ+Tag)
Shoulder Flip ..... {Ⓡ} (Right) (Ⓡ+⊗)_(Ⓐ+Ⓞ)_(Ⓐ+Tag)
Arm Break ..... Shoulder To Sidestep {Ⓐ} (←) (Ⓡ+⊗)_(Ⓐ+Ⓞ)_(Ⓐ+Tag)

SPECIALS

PARTING WAVE, .[CROUCHDASH *Chains into CD Moves*] back+Ⓡ>[TAP DOWN/FORWARD ONCE]
BACKHAND, LEFTKICK ..... ←+Ⓐ,⊗
DEMON STEEL PEDAL ..... *Floats on CH* Jumping Kick, Ⓐ Hell Sweeps, Roundhouse
Shining Fists ..... Ⓡ,Ⓡ>Ⓐ Ⓡ-Ⓐ jab, Backfist Ⓡ>Ⓐ>Ⓐ
Can-Can Kicks ..... *Juggles* ↓+⊗+Ⓐ
Hell Sweep ..... *Floats on Clean Hit*, Roundhouse f,N,d,TAP ↘+Ⓐ,Ⓐ
Tooth Fairy ..... [Tag] *Juggles* SIDESTEP+Ⓐ [~Tag]
Elbow, Demon Paw ..... _(Uppercut) [Tag] *Juggles* >Ⓡ>Ⓐ_(↓+Ⓐ) [~Tag]
Thunder Godfist ..... [Sidekick, Hellsweep] f,N,d,Tap ↘+Ⓡ,[⊗_Ⓐ]
Wind Godfist ..... [Tag] *Juggles* f,N,d,Tap ↘+Ⓐ [~Tag]
Electric Wind Godfist ..... [Tag] *Juggles* f,N,d~TAP ↘+Ⓐ [~Tag]
Twin Pistons ..... [Tag] *Juggles* WHILE STANDING+Ⓡ,Ⓐ [~Tag]
Rising Uppercut ..... [Tag] *Juggles* WHILE STANDING+Ⓐ [~Tag]
Low Shot ..... Overhead Smash Tap ↘+Ⓡ,Ⓐ
1 2 Jab ..... Axe Kick, Axe Kick_Front Kick Ⓡ>Ⓐ,⊗,Ⓐ_ (FORWARD+Ⓐ)
Mid/High ..... Attack Reversal ←+(Ⓡ+⊗)_(Ⓐ+Ⓐ)
Devil Thunder Godfist ..... f,N,d,Tap ↘+Ⓡ
Devil Mid Wind Godfist ..... [Tag] *Juggles* f,N,d,Tap ↘+Ⓐ [~Tag]
Hell Sweep ..... *Juggles* f,N,d,TAP DOWN/FORWARD ONCE+Ⓐ

COMBOS

1 f,N,d,TAP DOWN/FORWARD ONCE+Ⓐ, Ⓡ+Ⓐ,Ⓐ, dash forwards +Ⓐ
2 f,N,d,Tap ↘+Ⓐ, f,N,d,Tap ↘+Ⓐ, f,N,d,Tap ↘+Ⓐ
3 CH back+Ⓐ, b,forward+Ⓐ,Ⓡ,↓+ Ⓐ, dash forwards +Ⓐ

NEW COMBO!

A mid-range combo with both fist and foot. Like most fighters in *TTT* it's the feet that do the damage – but get the fists right, otherwise the combo won't come off.

f,N,d,d/f+Ⓐ,d/f+Ⓞ,Ⓞ

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS NEXT ISSUE:

PART 2 OF OUR TEKKEN TAG GUIDE

Step back into the ring for the next installment of our *TTT* moves guide. All new moves *and* tag variations on some classic killer punches, kicks and throws. Be prepared, because the player who beats you will be

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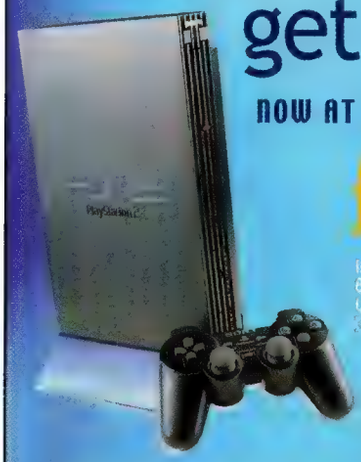

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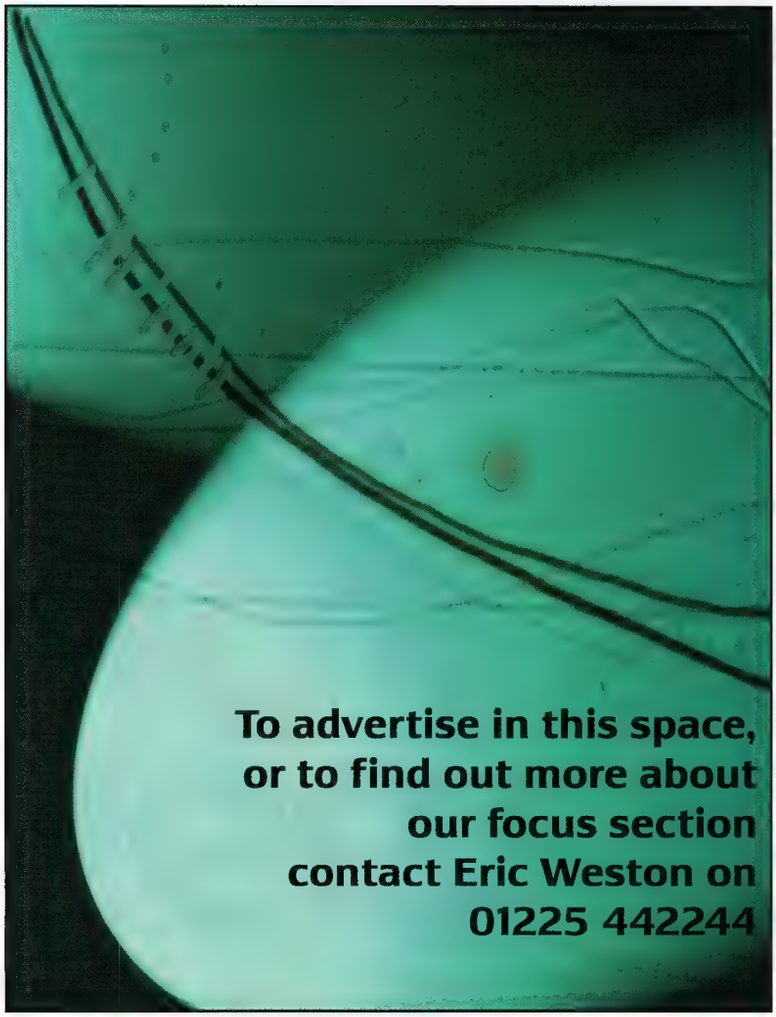

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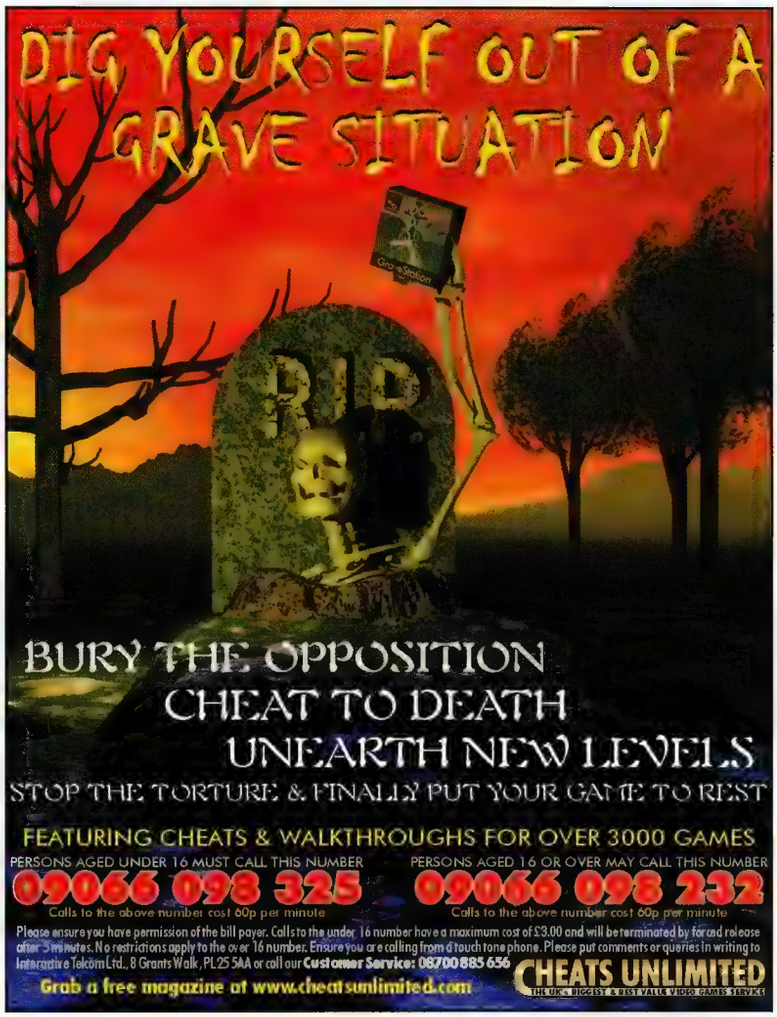
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DR ZEUSS AND CORNETTO'S TECHNOLOGY LABORATORY

PSM2 PAYS PEANUTS FOR SOME BRAIN-POPPING JIGGERY-POKERY

ANTI-ALIASING? WHAT THE HELL..?

First in a series of complicated PS2 technical stuff explained for you by brainy apes from the year 3978!

LABORATORY ASSISTANT: Robin Alway

Greetings humankind! And welcome to our Technology Laboratory. Now, you might be thinking at this point what are two super-evolved, highly intelligent apes from Earth's future doing explaining some of the trickier technical details of the miraculous device know as PS2? It's a fair enough question, damn your man-like curiosity. Unfortunately, you wouldn't understand the full evolution-inverting implications of the answer. You are, after all, "only human", as your very own Human League once crooned in the song, er, *Human*. So, without further ado, just relax and allow I, Cornetto to drop some simian science on you, aided by my esteemed, if *(whispers) slightly sarky*, mentor Dr. Zeuss with his unique brand of Orang-utan wisdom. So, it's over to the good doctor – who'll no doubt enlighten us all.

Ah yes, thank you young Cornetto. The subject of this first dispatch concerns anti-aliasing on PS2. Legend tells that some of you foolish humans, particularly the American ones, with their hair-free ways and tacky-looking Statue of so-called Liberty were seen to growl that early games were full of 'jaggies'.

This irritating phrase refers to the jagged appearance of the edges of polygons in PS2 launch games like *Ridge Racer 5*. Put basically for your underdeveloped minds, aliasing is the term used to describe these jagged lines caused when the resolution of your gaming device isn't high enough to show smooth curves. Do you understand?

"THE IMAGE IS DRAWN AT A HIGHER RESOLUTION THAN CAN BE DISPLAYED ON A TV AND THEN SHRUNK DOWN, LIKE THE WIZENED HEAD OF A STUFFED HUMAN, SAY"

So Dr. Zeuss, what by that token, this fabled anti-aliasing of which you talk?

Sigh. Anti-aliasing is a programming technique which reduces the, er, jaggedness of jagged lines by surrounding the edges with intermediate shades of colour that give a smoother but more blurred edge. You see?

I see. So why can't PS2 with all its wonderful power do this?

PS2 can anti-alias you foolish chimp! It just doesn't do it automatically. It's up to individual programming teams. There's actually a few different methods. Edge anti-aliasing smooths out the, yes, edges of polygons and gives the typically fuzzy look you'll have seen in games played on the N64 device. Then there's Full Screen anti-aliasing which blurs the entire screen. It's fast, but makes for a smudgy looking game with jagged lines still visible. The other method is supersampling. Instead of smoothing out just the edges of an already finished image, this means the image is drawn at a higher resolution than can be displayed on a TV and then shrunk down, like the wizened head of a stuffed human, say, for the actual resolution of the screen. This works well but requires large amounts of memory and means everything moves more slowly.

What conclusions should we draw from this o' Wise One?

Basically young chimp, humans... *curse them*, need to abandon their obsession with 'jaggies'. Anti-aliasing is possible on PS2 but, at the end of the day, the minimal effects have very little to do with what makes great, good looking games. I have wasted enough time on your ignorant human friends. They will soon learn to appreciate the superior power of apekind!... *how long is it to lunch?* ...

It is clearer now Doctor. We humbly thank you for imparting on these simple creatures a modicum of your expansive wisdom.... *about half an hour*. Now, do you see, hominid readers of PSM2 why, with such primate intelligence around, it's going to go badly tits up (an old ape expression) for mankind very soon? Before I go, I have a question for you. We have found artifacts. That Ainsley Harriot? Can you explain? Write to Dr Zeuss and Cornetto's Technological Laboratory c/o of PSM2. And always remember kids, ape shall never kill ape. PSM2

CASE STUDY

Primate experts are all well and good, but what about a developer currently missing EastEnders to bring you PS2 launch games? We asked Steve Ellis of Free Radical Design, currently coding *TimeSplitters* about anti-aliasing. "It's been blown out of proportion. People seem to be prepared to criticise perfectly good games just because they don't use anti-aliasing", reckons Steve. So is he planning to anti-alias *Timesplitters* right up?. "No. The benefits don't justify the cost. Aliasing problems can be minimised by careful use of textures instead". Summing it up Jerry Springer style then: "Our philosophy is to never compromise gameplay for graphical improvements. If you want perfect visuals, buy a DVD."

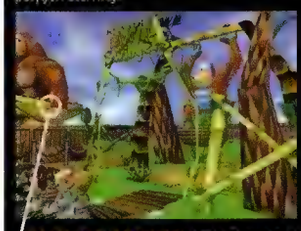
ANIMAL TESTING!

Please step inside our laboratory where we will be demonstrating anti-aliasing in greater detail. Put on your protective goggles, please. (*Ha! You look rather stupid in them, even for a human ...*) Right, please concentrate on the following examples of the mysterious process of anti-aliasing in action.

JAGGED EDGE: You mean you want high-speed *RR5* action *and* supersampling? You humans, will you never learn?

THE PALM D'OH: Look closely and you'll notice the shimmering effect created by anti-aliasing... on screen obviously.

MORE BLUR THAN ALBARN: The N64 device gives a typically fuzzy example of polygon blurring.



LOVE ME RENDER: PS2's *Theme Park World* uses DVD pre-rendering – you'll notice that it's an all-round smoother ride.

YEAR OF THE SNAKE: Form over function? Nuts to that. If the game's as stunning as *MGS2* who needs anti-aliasing anyway?

"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Sean Atkins

PSone - SMART & SEXY,

What is PSone? Why in the wide, wide world of sports would Sony re-release the months of PS2? Just what is going on?

The date is October 6, just seven weeks before the UK launch of PlayStation 2. The event? The relaunch of the phenomenally successful original PlayStation – now approaching 74 million units worldwide – in the newly formed, scaled down, super-cute guise of PSone.

The thinking behind this curious move? Branding strategy, expansion of the market, production costs and, crucially, that pathetic weakness, that all males possess, for cute, well designed hot new Japanese gadgets – be they needless or not. But is PSone worth having? Well, not really, but at the same time yes.

PSone is not a truly portable console and only plays standard PlayStation games, but it's the cute factor that's crucial to the appeal of it. Pictures alone cannot successfully convey what a smart piece of kit this is. At just over one third of the size of the original system, PSone is truly a crowd pleaser. When witnessed in the flesh, grown men become giggly girls visiting their bestest friend after she's squeezed out her first born, "It's tiny... it's soo sweet... isn't it lovely".

"IN THE BEST TRADITIONS OF THIS PRIMITIVE HARDWARE BONDING, WE COULD BANG ON ALL DAY ABOUT ITS INTANGIBLE SEXINESS"

In the best traditions of this primitive hardware-related bonding, we could bang on all day about the intangible sexiness of this machine, but you'll still be amazed when you actually hold the little fella in the palm of your hand. So let's get right down to it and satisfy those of you partial to bit of good old fashioned physical description...

WHAT DOES IS FEEL LIKE?

Curiously, the colouring of PSone is much lighter than the original. The sharp edges and bevelled slats of old have melted away, leaving you with a rounded, curvy console that would be perfectly at home in the pre-teens 'My First Sony' range. It's as if somebody's made a novelty cake after having seen a picture of PSone – that may not make sense, but it will in time.

The slightly restyled pad is the standard DualShock one, but comes in a matching lighter shade, with marginally darker grey buttons and a semicircular connector plug; the PlayStation's reset button has been sacrificed, leaving new game duties to the on/off panel; to save space the power supply now has a mini power-transformer attached to the lead rather than inside the machine; the pleasing slow action of the old lid is now a Discman-style snap-up; the inner lid-open sensor is now barely visible (so no more biro/blu tack trick, disc-swapping fans) and the back ports now only consist of power-in and multi-out. Whether a link-cable will be compatible is still not clear. Them's the differences folks, well those and, we'll say it again – it's tiny!

BUT WHY?

One of the driving forces behind this dinky new console's birth is financial practicality. The original design was purpose-built for numerous future add-ons (which largely never happened) and as such contained needless parts. It's a little known fact that Sony have been quietly relaunching the PlayStation for years, first altering the laser housing, then simplifying the outputs, and there have been numerous tweaks under the hood – stripping out superfluous innards is smart business, but why an entirely new compact model?

We asked Sony's David Wilson what the thinking was behind the creation of PSone. "The original PlayStation has been with us for five years now, so Sony took the decision to redesign it for the 21st century. The result is a console that combines cutting edge design, with increased portability.

"PSone, should not only appeal to new gamers, but is also a must-have object of desire for the design conscious and technology literate consumer of today. It's approximately one third of the size of the original unit, so much more portable. When connected to the specially designed PSone LCD monitor that's planned to be available next year, it's possible to take the world of PlayStation entertainment with you; from room to room, house to house and out and about in a car."

Also, rebranding the original PlayStation as PSone in light of the PS2 launch is a move designed to prevent the consumer confusing the two products, but isn't there a danger of this backfiring and the average man on the street being baffled by two Sony launches so close to each other? "In terms of marketing, we will position both consoles for different consumers. With its new found portability and cutting edge design, PSone will appeal to brand new users, and existing gamers who appreciate the design and portability of the new console. PS2 will be the new premium machine that not only offers the very best in cutting edge gaming, but also the DVD movie capability," David Wilson explains. But we're a PS2 mag David, our readers know this already!

AND THE FUTURE?

An AC adaptor cable will be available next year which can connect the PSone to any car cigarette lighter, enabling back seat *Final Fantasy 9* during long journeys, in fact, fuck it, a quick *ISS* session on the way to Sainsbury's – why

PROFILE

- PRICE: £79.99
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PSONE MINI-SCREEN ADD-ON!

I SHALL CALL HIM... LCD

BACK SEAT GAMING: Sony's PSone screen will allow in-car gaming - cigarette lighter adaptor needed.

This arousing add-on LCD screen, complete with stereo speakers, but, annoyingly, no headphone socket will be available in the UK sometime next year. The price is similarly vague, but PSM2 reckons it should come in at around £70. A bit steep, but, you only live once! And the beauty of over-priced gadgets is that you can convincingly tell your bird you picked it up for 20 notes!

The mobile phone connection lead will also be available before Xmas 2001.

BUT WHY?

antique that is PlayStation within

not? Obviously, this isn't going to be much use without the gorgeous LCD screen must-have add-on, again frustratingly not available until "in time for Xmas 2001" in the UK (see box, bottom left). Also, PSone will be capable of connecting to your mobile phone sometime in 2001, thanks to an adaptor that plugs into the player two port.

But what does this mean to the UK gamer? David explains. "As far as relevance to the UK is concerned, this is still to be determined. In Japan, our partner NTT DoCoMo is clearly the market leader and the sole credible main mobile telecommunication provider. The major difference between Japan and the UK, is the number of mobile phone service providers we have here, with service being split between various different companies (Cellnet/Orange/One2One/Virgin etc). As to what can be achieved with mobile connectivity, in Japan the talk is of people swapping and receiving data via their mobile phone. For example, in a Formula 1 game, people could download driver's statistics as the season progresses." Intriguing, but surely those interested in network gaming will opt for PlayStation 2.

"IT'S NOT A TRULY PORTABLE CONSOLE AND ONLY PLAYS STANDARD PLAYSTATION GAMES. IT'S THE CUTE FACTOR THAT'S CRUCIAL"

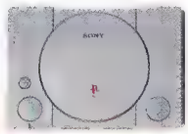
Most interestingly of all are the naggingly persistent rumours that **PSM2**'s been hearing regarding Sony's technical guys seriously looking into Vaio (Sony's posh laptop PC range) battery technology as a possible add-on for PSone, marking Sony's entry proper into the portable gaming market. Again, we turned to David for the official line on what would be music to all gamers' ears. "At present PSone will run using AC power only, current batteries can only supply power for up to one hour, which is not a realistic solution for the PSone. However, battery technology is advancing very rapidly, and Sony is exploring all avenues of this technology, so in the future, this could be a realistic option."

EMPEROR'S NEW CLOTHES?

Of course the question that begs to be answered is, do gamers need a PSone? Assuming you probably already have a PlayStation and, considering you're reading **PSM2**, you're planning on shelling out 300 quid on a PS2, is there any point? Well, yes. It is ancient technology dressed up in a tiny new outfit, but what the heck? Whack it in the bedroom, keep it in the car – PSone games are only going to get more affordable, so if you can stretch to it, get it! It's such a cool machine.

The chances of PSone being a success are looking pretty good with or without you. Production has stopped on the original PlayStation, both software and hardware price drops are inevitable and even if you don't buy it, younger gamers will – all part of the Sony masterplan. In Japan PSone shipped 200,000 units in its first three weeks on sale, outselling Sega's Dreamcast during that period, and Sony plan to have shipped 8 million of the miniature beauties worldwide by next March.

Sony are, at last, slowly creeping into the portable gaming market, a move that, by rights, should have happened shortly after the Game Boy made its debut in '89. If, that is, you believe their company philosophy of smaller, faster, cheaper (to paraphrase a rough translation to the point of almost making it up). Can you imagine any other company coming up with and marketing the Walkman so successfully? Game Boy should have been Sony's and payback time is coming. How long before Sony make the leap into truly portable gaming will depend on the success of both PSone and Nintendo's upcoming Game Boy Advance, as well as the standardisation of new next-gen mobile networks. PlayStation games crammed onto memory sticks and played on a tiny new back-lit Sony PlayBoy will be reality sooner or later, but until then PSone will do nicely – you have no option but to buy it. Sony have yet again successfully tapped into the 'must-have-kit' chip lodged inside every man's head. And again it's kit worth having. Clever bastards. **PSM2**



PlayStation Threesome
The Sony family complete with newborns PSone and PS2. Hasn't the original aged well and look how cuuute PSone is? Feeling broody?

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

Is PSone about to set the gaming world on fire, or are Sony on the verge of making their first gaming error? PSM2 had a chin wag with key PlayStation developers and asked their views...

"I GUESS IT WILL BE A SUCCESS, IT'S FROM SONY. EVERYONE WENT WOW AT THE THOUGHT OF A PORTABLE PLAYSTATION ONLY TO FIND IT'S A PLAYSTATION IN A SMALLER CASE. THE ADD-ON SCREEN AND SEPARATE CONTROLLERS TAKE AWAY FROM THE PORTABLE FEEL AND IT COULD BE A BIG MISSED OPPORTUNITY. I HONESTLY BELIEVE IT WOULD BE THE MOST DESIRABLE TOY IF IT HAD BEEN TRULY PORTABLE – AS IT IS IT WILL ONLY APPEAL TO ANYONE WHO HASN'T GOT AN ORIGINAL PLAYSTATION AND THAT'S ONLY ABOUT 10 MONKS LIVING ON A REMOTE ISLAND."
Daver Vout

"I'M NOT TOO KEEN ON THE NEW DESIGN, BUT THEN I'M NOT A 10-YEAR-OLD CHILD. IN MY OPINION IT LOOKS LIKE A CARTOON VERSION OF THE OLD PLAYSTATION. THIS IS PROBABLY SONY'S PLAN ANYWAY AND SHOULD BE A HIT WITH FIRST-TIME PLAYSTATION BUYERS, TYPICALLY PARENTS PURCHASING THEM FOR YOUNGER CHILDREN AS CHRISTMAS PRESENTS. BUT HARDCORE GAMERS AND KIDS WHO ALREADY OWN A PLAYSTATION WILL DEFINITELY WAIT FOR PS2'S RELEASE."
Richard Moreton

"SMALL, ISN'T IT? SHAME IT'S NOT COMPLETELY PORTABLE. IF IT IS GOING TO COST THEM, AND US, LESS THEN THEY MIGHT BE ABLE TO CUT INTO THAT HOME MARKET SOME MORE."
Duncan Hopkins

"I WANT ONE. ESPECIALLY WITH THE 'TAKE ANYWHERE' LCD SCREEN AND MOBILE PHONE INTERFACE."
Simon Prytherch

NEXT MONTH

WE TAKE A LOOK AT BROADBAND

It's the next generation Internet and the PS2 is tooled up and ready. But what is Broadband? How far away is it and what's wrong with the internet as it is? E-mail us with your views today.

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"I see Oddworld as a universe that's so rich, I could easily stay focused on it for the rest of my career"

LORNE LANNING

THE CREATIVE DIRECTOR OF ODDWORLD INHABITANTS

Talks to Marcus Hawkins

The Ming-bearded, Cher-haired gent on your left is a man with some of the most ambitious ideas in videogamedom. He's the fella behind the phenomenally successful *Oddworld* series and in honour of us putting his name up there in 20-foot-high letters, he'd like to tell *you* all about his first PlayStation 2 game. *Munch's Oddysee* is the breathtaking adventure you'll have seen on pg36, but what's the story behind it? What does PS2 let him include in the new *Oddworld* game that he could only dream of before? Well, hold onto your ears – you're about to find out...

PSM2 HAS SEEN TWO DEMO LEVELS (THE BEAUTIFUL, HILLY LANDSCAPE AND THE REFINERY), CAN YOU REVEAL A LITTLE ABOUT OTHER LEVELS/ENVIRONMENTS IN PROGRESS?

There are some flavours of outdoor levels scheduled to be implemented, but we're still working on these aesthetics. There are indoor natural levels – these are cave-like in nature, similar to some of the visual qualities of the previous *Abe* games. There are also native indoor levels that use a more primitive architecture styling. You've seen the outsides of a couple of these facilities, but there are many more that you haven't seen. For the factories there are a variety of styles. All of these are industrial, but they vary depending upon the factory. Also, there are floating facilities that the Vykkers use. These are the more scientific laboratory aesthetic that is a little crossbred with a dirigible infrastructure.

IT'S BEEN REPORTED THAT IF YOUR DESIGNERS DON'T FINISH THEIR 'LEVELS' BY THEIR INDIVIDUAL DEADLINES, THEY DON'T GET IN THE GAME. HAS ANYONE MISSED A DEADLINE YET?

There is truth in this. The process of design and layout is one that is totally ambitious and also totally compromising. Not only the designers, but all of the production staff sometimes miss a deadline on their own goals – sometimes even on the director's goals. In either case, time is always the enemy. Hopefully, when the gamer gets the experience in their living room, they have no idea where we chose to compromise.

AT OUR MEETING AT E3 YOU SPOKE OF ADVANCED BEHAVIOURAL, SIMULATION, AND SOCIAL CHEMISTRY MODELS WITHIN THE GAME. CAN YOU NOW ELABORATE ON THESE 'EMOTIONAL' ASPECTS OF THE GAME?

Let's say your goal at a particular level is to shut down a factory – there would be several different ways that you could achieve this. You could rescue the employees of the factory and cause it to have no labour, thus it would shut down. You could steal all the employees and bring them to another local factory, and thus shut it down a different way. You could kill the employees that are gathering resources for the factory, and still succeed in shutting it down. The approaches to solving problems are in how you utilise the chemistry of the characters and mechanics of the game – you can utilise these chemistries in completely different ways or different strategies to achieve similar goals. How you achieve your goals can have impact on the environment, on other characters' attitudes, and on your own Quarmic status.

Because *Munch's Oddysee* is a much deeper game than the earlier *Abe* games, you can look at each character as a power-up, as a weapon, or as a resource gathering worker. In Munch's world, the rest of the characters in the levels have far more uses than just being there to be rescued or shot at. You can use them for a variety of things. You might find it smart to use them to make money for a particular Glukkon, who you then rip-off. You might want Moolah (currency) to buy upgrades for various forces... to then pit against other forces.

WE'VE SEEN THAT YOU CAN PLAY AS MUNCH AND ABE, BUT YOU'VE HINTED THAT THERE WILL BE MORE PLAYABLE CHARACTERS IN THE FINISHED GAME - CARE TO REVEAL ALL?

Lulu is an incompetent Glukkon who you must use during the game. You need to get him promoted through the Glukkon corporate empire so that he can ultimately help you out. We still haven't decided 100% if you're going to change to him as quickly as you do Munch and Abe, or if you can only control him via possession.

DO YOU REALLY PROVIDE ABE'S GROANS, WHIMPERS AND ALL-ROUND NOISE YOURSELF, LORNE?

Unfortunately, I do. Through the course of production these sounds tend to come very easily.

NO PAIN NO GAIN, THEY SAY. BUT YOUR IRRITATION WITH SOME ASPECTS OF DEVELOPING FOR PS2 HARDWARE HAS BEEN WELL DOCUMENTED. COULD YOU CLARIFY WHAT DIFFICULTIES YOU'VE ENCOUNTERED AND WHETHER THEY WILL REALLY AFFECT OUR READERS' ENJOYMENT OF THE FINISHED GAME?

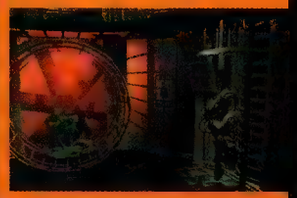
These difficulties will not affect the enjoyment of the game. Our hopes were that the PS2 would display quality images to such a degree that we wouldn't be able to tell the difference between gameplay and a DVD movie, but the system is just not up to that level of display quality. The frustration is that you wind up spending a lot of time (and money) on simple things that should have been free on the average video card. ▶

PROFILE
ODDWORLD TEAM

The designers of the Oddworld universe take some time out to relax in the real world.

STAFF

- President of Oddworld
  LORNE LANNING
  The father of all things Oddworld and driving force.
- Cofounder/CEO
  SHERRY MCKENNA
  Bean counter, spends all day counting piles of cash.
- Snr Production Designer
  FARZAD VARAHRAMYAN
  The man with the vision for the look of Oddworld.
- Designer
  SILVIO AEBISCHER
  Mad keen on modelling characters and 3D scanning.



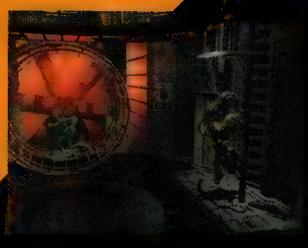
ODDWORLD: MUNCH'S ODDYSEE

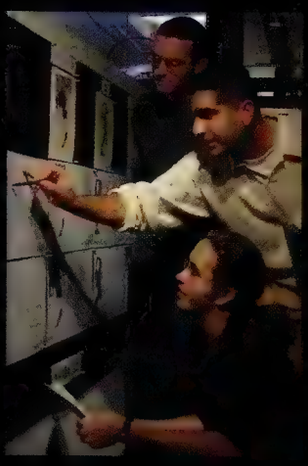
"THE HARDCORE GAMER IS GOING TO BE VERY EXCITED"

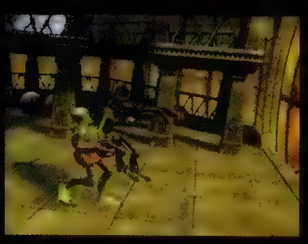
"Iconsville!"

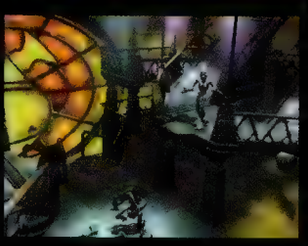
"I wouldn't say we're after the status of game iconsville. We're after the larger league of iconsville – think Kermit or Yoda."

LORNE LANNING









▸APART FROM EYE CANDY, WHAT HAS PS2 ALLOWED YOU TO ADD TO THE LATEST ODDWORLD THAT PSone COULDN'T? ARE THERE STILL IDEAS THAT CAN'T BE FULLY REALISED?

There is definitely more of an even balance between creativity and technology in this game. The good news is that we've taken them both to a whole new level. GameSpeak and other classic Abe features (sneaking, possession, rescuing, etc.) have evolved for *Munch's Oddysee*, while the 3D technology is something that pushes the limits of this new hardware.

We've come upon many disappointments, but ultimately you've just got to bite the bullet and figure out ways around the shortcomings of a new system. You look at the specs, you see impressive numbers of chip performance, you predict as best as possible while still trying to be conservative, but then, when you finally get into the dev systems you learn that they made some unbelievably stupid mistakes. Why? Because hardware designers don't understand how to make great looking graphics. But of course they think they do, so they don't bother to ask the people who really know before they go and design the system.

So you kill yourself trying to figure out how to make great looking stuff with a system that was designed by guys who don't understand graphic excellence and think that only polygons are important. It can be a heartbreaker because you wind-up putting a lot of money into areas of code that should have come free in the hardware.

WHAT FEATURE HAS PLEASED YOU THE MOST DURING DEVELOPMENT OF *MUNCH'S ODDYSEE*?

Regarding hardware, I don't recall any pleasing experiences. But with the gameplay, there are too many to list.

THE ABE SERIES WAS ALWAYS GOING TO BE A QUINTOLOGY, YOU'VE SAID THAT ALL FIVE ARE SCRIPTED OUT - WILL THEY ALL APPEAR ON SONY HARDWARE?

The whole *Oddworld* Quintology will not come to an end in the 128bit console era. Certainly *Munch's Exoddus* will be on the PS2 along with some other *Oddworld* games, but it's too soon to talk about them. As for *Squeek's Oddysee* (Quintology game #03) and the next *Oddysee* (Quintology game #04), we're not sure if they will run on PS2.

HOW ARE YOU MAKING SURE *MUNCH'S ODDYSEE* APPEALS TO A RAPIDLY EXPANDING MAINSTREAM AUDIENCE WITHOUT ALIENATING THE HARDCORE GAMERS AMONGST US?

Games are evolving. Just because games used to belong to the hardcore audience doesn't mean that games that appeal to the mass audience will not also appeal to gamers. Back when motion pictures first began, there were only five-second peep shows (not of the XXX kind). Only so many people were interested in them because they were very limited in what they showed. They had no compelling story or characters, and it was purely about sensation. But when real story driven movies started to be made nobody said, "this sucks, we want peep shows back." Those that had loved peep shows were that much more excited when true movies came around.

When games become what they're capable of becoming, everyone, especially the hardcore gamer, is going to be very excited. Right now, hardcore gamers have higher tolerance levels to common barriers like interface shortcomings, confusing and repetitive play mechanics, and a general lack in entertainment value. The non-gamer looks at these things and says, "I'm not interested if that's what it's about. It's a stupid story that's badly animated, and it's too frustrating that I keep losing, and I don't even know what I'm supposed to do." When the games that close this gap hit the shelf, everyone is going to love them.

WHY HASN'T *ODDWORLD* BEEN AS SUCCESSFUL AS HOPED IN JAPAN (110,000 COPIES VERSUS A HOPED-FOR 250,000)? SURELY THE 'CUTE' CHARACTERS, HUMOUR AND INVOLVING PLAY SHOULD BE IRRESISTIBLE FOR JAPANESE GAMERS?

One major reason was that our gamescreens were too dark. We knew this was a problem but we were too late in the game productions to do anything about it. The Japanese tend to play games with their windows open (I'm not kidding) and thus the screens tend to wash out more. Thus, dark games don't sell well in Japan. Also, we never felt that Abe was a very "Japanese-friendly" character. They tend to frown on what they would consider deformities and such (like the stitches in Abe's mouth). However, some of us here believe that Munch has the potential to be widely embraced by the Japanese gamer.

WHO/WHAT ARE YOUR BIGGEST INFLUENCES?

Entertainment people like George Orwell, George Lucas, Ridley Scott, Jim Henson, and Pink Floyd. Also lesser know but extremely important people like Noam Chomsky (social critic), Terrence McKenna (botanist and Shamanistic revivalist), Paul Virilio (urbanist), and even Sherry, my partner. Especially when it comes to understanding human behaviour.

YOUR CAREER BEGAN IN HOLLYWOOD, YOUR GAMES ARE BECOMING MORE AND MORE CINEMATIC, YOUR PRODUCTION DESIGNER, FARZAD, HAS EVEN STATED THAT HE'D RATHER WATCH A GOOD MOVIE THAN PLAY A GAME - COME ON, HOW LONG BEFORE ABE GETS A FULL-LENGTH FEATURE FILM?

We continue to have talks with Hollywood people about this. We're sure it will happen in the not too distant future. It's all just a matter of timing.

Farzad is a great example of an awesome talent that really wouldn't be interested in the game industry unless he had the foresight to believe that the game industry would eventually grow up and build higher quality stuff.

Our efforts in design are focused on building the infrastructure to a universe that we will later get to exploit and take to new levels when we start making movies and such.

Farzad has worked in Hollywood enough to know that we're on the right track to achieving ultimate control and thus ultimate image quality and storytelling value – something that is virtually impossible to do if you start making films first. They're just too expensive and Hollywood is too screwed up.

There are a number of people at Oddworld that look at the company and the universe this way. Many of them wouldn't be in the game industry at all if they didn't know that we're aiming at the much bigger target of Entertainment, not just games.

BESIDES YOUR OWN, WHAT'S THE MOST IMPRESSIVE GAME YOU'VE SEEN ON PS2 TO DATE?

The only impressive game I've seen is the video footage of *Metal Gear Solid 2*. Not with the creative, but with their particle technology.

WHAT'S THE BIGGEST EXTRAVAGANCE THAT ODDWORLD'S GAMES HAS ALLOWED YOU TO SPLASH OUT ON?

It's definitely the ability to even try to build something as ambitious as *Munch's Oddysee*. All of our previous success was critical to getting the confidence of publishers to stay behind such a mega-project. Beyond this we all keep pretty humble lifestyles.

THAT 'INTERNATIONALLY RENOWNED' GERMAN RAP GROUP MUSIC INSTRUCTOR FEATURED ABE IN THEIR VIDEO FOR THEIR SINGLE GET FREAKY. HOW DID THAT COME ABOUT, AND IS THAT PART OF A PUSH TO TAKE ABE INTO THE LARA CROFT LEAGUE OF GAME ICONSVILLE?

Music Instructor were in the recording studio cutting an album at the same time that *Abe's Oddysee* was released. As they sat through long nights of recording sessions, they played *Abe*. They loved it, and they approached one of the guys in the GT Germany office. They told him that they wanted to do a song featuring Abe. So they hired a German music video director that often works in LA.

The director came up to Oddworld to see how we might work together to create a video for this new song about Abe called Get Freaky. We gave them everything that they needed from existing footage, created some new footage for them, they cut it all together and video posted it... and about six months later it went Platinum.

I wouldn't say we're after the status of game iconsville; we're after the larger league of entertainment iconsville. Think Kermit or Yoda.

YOU'RE ONLY, WHAT, 35 NOW, LORNE? DO YOU STILL SEE YOURSELF PRODUCING GAMES SET IN THE *ODDWORLD* UNIVERSE RIGHT UP UNTIL YOU RETIRE FROM THE INDUSTRY?

I see *Oddworld* as a universe that is so rich, and has so much depth beyond what the public has yet to see, that I could easily stay focused on the *Oddworld* universe for game building for the rest of my career.

I would want to take breaks and make some of the movies, do some other stuff in between, but when it came time to come back into the game productions, Oddworld is the place for me. Just like Star Wars and George Lucas, the two are inseparable. *Oddworld* was created to be everything I wanted. Its possibilities are endless. **PSM2**

EXCLUSIVE!

IS THERE ANYTHING YOU CAN TELL PSM2 READERS ABOUT *MUNCH'S ODDYSEE* THAT YOU HAVEN'T TOLD ANYONE ELSE?

DON'T MISS THIS!

"THIS HAS ALL THE POTENTIAL TO BE ONE OF THE BEST GAMES AVAILABLE ON THE PS2 OVER THE NEXT YEAR"

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ALL IN THE NEXT ISSUE!

PSM2 #02 ON SALE THURSDAY SEPTEMBER 28

THAT PETROL EMOTION

Everybody needs somebody. Even *Tekken's* stubbly Paul Phoenix.

BY: Danny Wallace

Fighting, eh? Big men. Anger. Punches. 'Special' moves. Shin-kicks. Throttles. Eh? Grrrr!

Brilliant.

But hang on... all that aggression... all that needless punching.

Brilliant.

Yeah, but hang on... these are men just like you and I. These are just little teddy bears caught up in a world full of screaming and frightening growls. They need calm. They need someone who can change them. They need girlfriends.

And it shouldn't be too hard to find them one. They've all got muscles, for a start, which apparently girls quite like. Some of them are quite moody too it seems, which, again, is a bonus. And almost all of them have quite large, yet nimble, hands.

All we had to do was find a suitable candidate. Hmm...

And we found him – a 46-year-old American (girls like accents), still in presentable shape (girls like men in presentable shape), who lists as one of his primary passions "the smell of gasoline" (girls like men in presentable shape).

His name: Paul Phoenix. Off of *Tekken*.

As you'll doubtless have noticed, each character crafted by the people who make the games that make our lives is given a useful little list of personality traits in the instruction manual to help you distinguish between each one. So Paul's official biography comes in handy for possibly the first time since it was written. We know he likes pizzas (which says 'cosy nights in'); we've already established he likes the smell of gasoline (which says 'excitement' and hopefully not 'he's a slightly odd man who hangs around petrol stations'); he hates Japanese freeways (which says 'this is a man of the world who knows his mind'); he's 46 ('maturity!'); and that he has 'the eyes of an eagle with the strength of a tiger' (...).

So we gave it a go. We attacked the Internet's lonely hearts pages, registering Paul Phoenix under the headline 'Do You Like Petrol Smells?' and appealing to the women of the world in a dozen sites; everywhere from *www.asiafriendfinder.com* (over 9,000,000 members) to the 'Lonely Hearts of Hayes in Middlesex' site (previous adverts: 3).

We'd quite like to have used *Tekken's* King for this, but he lists as one of his hobbies "pleasing children" – and despite his job share of "professional wrestler and orphanage manager", it's hard to use that particular phrase on a website without somehow feeling that the FBI are only moments away from your bedroom door.

"WE WERE SURPRISED BY THE OVERWHELMING RESPONSE, WHICH WAS OVERWHELMINGLY NEGATIVE... NOT ONE RESPONSE"

And then we sat back and waited.

And even we were surprised by the overwhelming response (which was overwhelmingly negative... not one response). So, we decided to update Paul's personality profile on each website to make him more appealing. Actually, all we did was change the headline from 'Do You Like Petrol Smells?' to 'Vulnerable and Misunderstood Little Froggie', and the results were instantly more positive.

Three responses were forthcoming within just one short day. Each one was immediately shared out among the PSM2 staff according to their needs... and more results filtered through during the week. Hey – why not try finding a girlfriend for your favourite fictional character, too? **PSM2**

WHAT WE HAVE LEARNED TODAY

When scouting for females – men, DO NOT MENTION YOUR PENCHANT FOR PETROL UNLESS ABSOLUTELY NECESSARY and even then, KEEP PETROL-BASED COMMENTS TO A MINIMUM.

However, DO DESCRIBE YOURSELF IN TERMS OF BEING QUITE LIKE A FROG and do this WHENEVER THE OPPORTUNITY ARISES, as this seems to work rather well.

I LIKE THAT PHOENIX FROM THE GAMES...

Now, Paul clearly has a head start on most fellas, what with his glamourous job and huge charisma. However, let's not forget that he's entirely made-up, which means that most women wouldn't even look twice at him. Feel better? Good. Here, though, is just a short sample of some of the e-mails he was lucky enough to receive...

(From Mum_With_Kids): "hi paul. you know life doesn't always work out the way we/i like but i try to make the best of what i've being given."
Which sadly doesn't include a basic grasp of grammar. However, Mum_With_Kids was kind enough to attach a photograph of what at first looked like a bulldog but upon closer inspection turned out to be her daughter – Marie, 5.

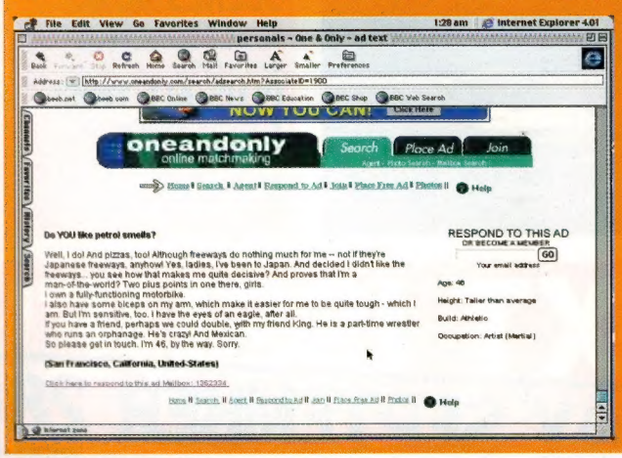
(From Lonely in Lubbock): "Hey there li'l froggie! A lonely Texas toad would luurve to make your acquaintance!"
Toads are the ones with warts, aren't they? Plus, anyone who uses 'luurve' instead of 'love', probably deserves 'em.

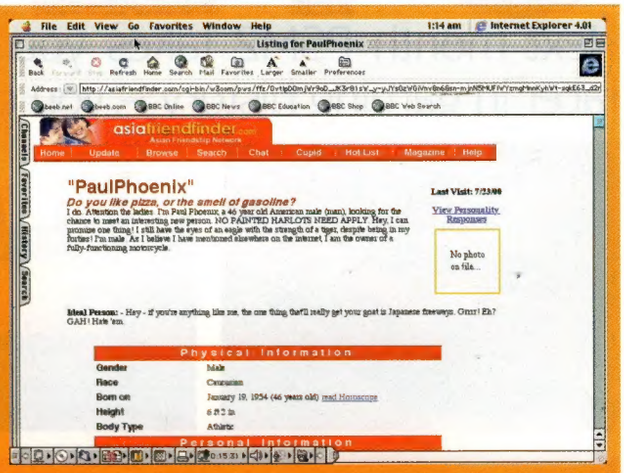
(From Kazul2000): "the f*** is your problem with Japanese freeways you sad f***. you're so sad."

(And our favourite, complete with photo... A Russian lady whose real name we're not telling you): "Hi paul. I am Charming young woman with brown eyes and "Aguarius" by horoscope, pensive and romantic as all young girl fond life in all its displays, smell of wild strawberry and smell of fresh snow in the winter. I dream to meet my charming young man romantic and gentle, careful and reliable, which becomes the companion of my life and with which I shall divide all of charm of life and we shall create amicable fond family with amusing and cheerful kids. I love my dog Sonya which is Chineses Pekinese. I dream to meet my favourite man in an exotic place under tender music of noise of waves and in the sea of flowers. I had no the attitudes with men except for friendship with my friends. Meet with me one day and we see it to hearts as one."

If you know anyone you think might be right for Paul, why not get them to write to him at Paul_Phoenix1@hotmail.com?

Interestingly, Paul is yet to receive any offers from the Lonely Hearts In Hayes Middlesex website.





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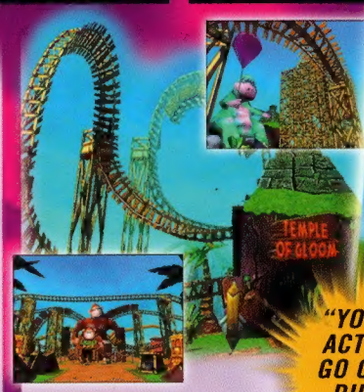

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